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AMIGA ACTION

020 MAY 1991
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100% ACTION!
100% CLASS!

THE END OF THE WORLD IS NIGH

COULD IT BE ARMOUR-GEDDON?

DISK 6

AMAZING FULL GAME!

Ilyad from UbiSoft — Incredible never before seen mega shoot 'em-up

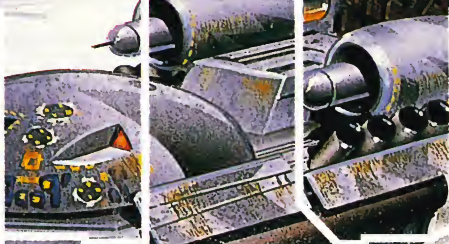
DISK 7

ARMOUR-GEDDON IS HERE!

Massive playable demo of Psygnosis' latest 3D blockbuster!



IF YOUR DISK IS MISSING ASK YOUR NEWSAGENT FOR ONE NOW!



IF YOUR DISK IS MISSING ASK YOUR NEWSAGENT FOR ONE NOW!



FULL GAME

Battle your way through multi-dimensional time zones to confront the ultimate enemy at the beginning of time itself, in this hell raising chaotic shoot'em-up from UbiSoft.



I L Y A D

B R A T S

W I U

ISSN 0952 4050
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GOING ON



NARC The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.

You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yuppies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!

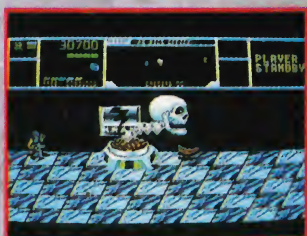


The Arcade thriller takes you from the bright lights of Paris to the rugged terrain of the Sahara. Your mission is to track down, chase and apprehend the dangerous criminals.

It's **FASTER** - explosive power sends you bulleting through various terrains - hold the line or plough the fields! It's **TOUGHER** - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen.

The extra features will leave you gasping for extended play weather changes, bodyguard squads, grenade lobbing bikers, gun-choppers... just play it!... we dare you to stop!

FOR THE BEST IN S



AVAILABLE FOR YOUR : SPECTRUM . AMSTRAD
COMMODORE . AMIGA . ATARI ST

ER THE TOP



TOTAL RECALL

As Doug Quaid you have been haunted by recurring dreams of another life on Mars. You are drawn to Recall Incorporated, a unique travel service specializing in implanting fantasies into the minds of those who desire to turn their dreams into

reality. THE EGO TRIP OF A LIFETIME

Experience the horror as your dreams turn into hideous nightmares. Suddenly your every move is monitored by would-be assassins. You discover the surreal truth - You're not you - you're me.

You must travel to Mars to discover your true identity - your mission is now a journey of non-stop action, strange mutants, futuristic vehicles and a startling array of weaponry all captured in superbly executed graphics and a game play that compliments the success of the year's top movie.

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EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.

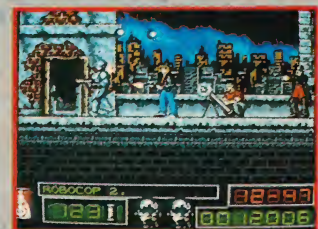
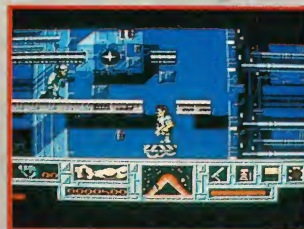
The future is a rough place Detroit is a bankrupt city...torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of Robocop!



Robocop 2 has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil mastermind and his mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value. Detroit is falling apart - it's time to put it all back together! HE'S BACK... TO PROTECT THE INNOCENT

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SOFTWARE ACTION



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PREDATOR 2™



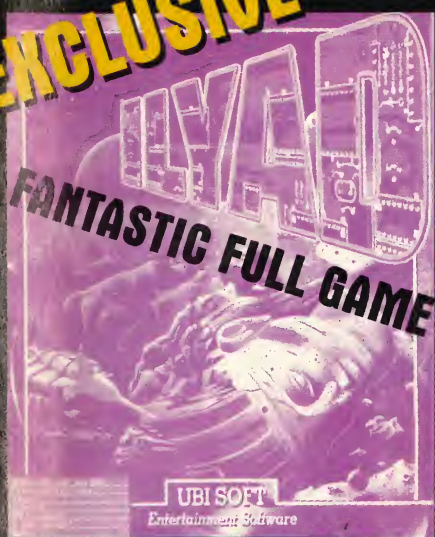
... HE'S IN TOWN WITH A FEW DAYS TO KILL

AVAILABLE ON:

AMIGA, ATARI ST, COMMODORE 64/128,
SPECTRUM, AMSTRAD CPC, IBM PC & COMPATIBLES

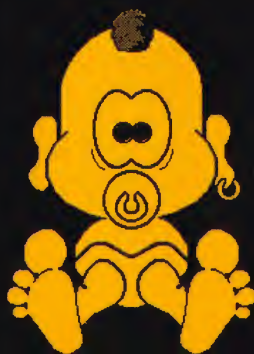
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EXCLUSIVE



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Action Packed!



News6

Up to the moment news on what's happening in the Amiga scene. We preview soon-to-be-released games and give you the lowdown on their development.



Amiga Action '91 Style... ..12

If you're new to Amiga Action, turn to this article and all will be explained. The new-look has been a great success but we're not stopping there.



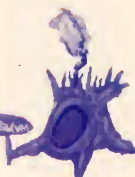
Super Leagues.....14

We've compiled the most informative set of games charts that you could ever hope to see. If there's a game that you require then look no further.



Action Cover Disk.....16

This month you will notice something special about Amiga Action, the inclusion of an extra coverdisk absolutely free of charge. On one disk we give you a massive playable demo of Psygnosis' latest blockbuster Armour-Geddon. And, for absolutely no extra cost, we also have a full game called Ilyad from Ubisoft that has never been seen before, and what a corker it is. Not bad, eh?



Boggit's Domain21

If adventures are your love and you're having a few problems, your best bet is to ask the Boggit. You can guarantee that he'll have all the answers.



Demos.....104

Once again, the demos section makes an appearance in the holy pages of Amiga Action. We give you the low-down on the best of the freebie software.



Diary of a Game60

We thought it would be nice to take a look at the development of a game and so Peter Turcan, creator of the Battlescapes wargame series, reveals all!



Giving the Game Away53

Don't throw them away because you're stuck! As well as Small Tips we offer you help with Pro Tennis Tour 2, Star Control and the next episode of Car-Vup.



Applied & Utilised.....64

If it's hardware and utilities that turn you on, it would probably be wise to skip to the none-games feature straightaway – a break from games for those boffins.



Tech – Spec.....66

For all of you out there who have no idea on how to use the CLI or Shell, we have the answers. We'll take you step by step through this feared subject.



Late Kick Off106

To cover those games that didn't quite make the issue deadline we offer you a little summary just to whet your appetite. If we believe that they deserve another more in-depth review they will be given the full treatment in the next issue.

The games that appear in this issue's Late Kick Off are:



Spirit of Excalibur, The Power, Chuck Yaeger's Advanced Flight Trainer, Demoniak and Crystals of Arboria

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Sim City or Corporation.

Choose one free for Atari ST, Amiga or IBM. Please phone if you have a different machine.



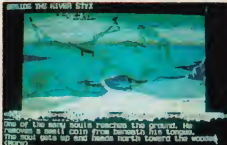
Of Corporation, ACE said: "Probably the most influential game of this genre making this an essential addition to your collection. Zero said: 'If you liked Dungeon Master you'll love this. Of Sim City, ACE said: "Sim City is a politician's - or a gameplayer's - dream... comparisons spring immediately to mind with Populous... but Sim City seems to have much more depth...." C&VG said: "Sim City is utterly fab"

Help-Line - to help you solve most games.

Manned weekdays until 8pm and on Sundays (not an 0898 number)

Myth - exclusive to Official Secrets members.

Written by Magnetic Scrolls, authors of Wonderland, Myth is a mini adventure set in Ancient Greece. In it you'll meet The Ferryman, cheat Death and face the nine-headed Hydra. Myth includes the famous Magnetic Scrolls parser and graphics and is included in the price of membership.



Amiga Format said: "An excellent adventure... witty, cunning and just plain good fun! If you liked Fish! you'll probably like this, because they're very similar in style: you may even prefer Myth, it's that good!" CU 90%, Amiga Format 87%, TGM 85%, Crash 91%

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SIDE LINERS

CONTRIVER PACKS IN THE PUNCHES

The computer printer has long been known as an occupier of valuable space. With reels of paper and yards of wiring they are a definite hazard. The most obvious way that room could be saved would be by storing the printer paper under the printer but to do this a stand is required. This is where Contriver comes in.

The Contriver Printer Pak has been available in France for some time where it has been very successful. It consists of a printer stand which leaves plenty of room for paper, a cable and there's over 100 yards of computer paper.

Contriver boss, Adolfo Gianni commented: "Our Printer Pak is a must for anyone who uses a printer". Exciting words, I think you'll agree.

The Contriver Printer Pak retails for £19.99 and any queries will be dealt with on 0280 822803.



BYE BYE BABY!

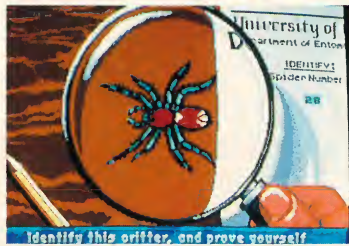
The Palace film and video organisation has sold Palace Software to French company Leisure Holding for an undisclosed sum, with immediate effect.

The entire entertainment software division has been bought, including the rights to use the name Palace Software. Leisure Holding is a Paris-based holding company which also owns French games publisher Titus.

There are no immediate changes planned at Palace Software under its new ownership. It will remain in its London base and with existing staff. Managing Director Pete Stone will continue to head the company.



The Palace team, under their new management, seem to have taken the takeover to heart. You can tell that there is definitely a French connection. No doubt we will hear the customary jokes of: "I was pissing your door".



FAMOUS FIVE GET PIXELATED

If you are a great fan of Enid Blyton's Famous Five, like our resident sex symbol and paint baller extraordinaire, Jason 'All Aggro' Simmons, you'll be more than happy to hear that the adventurous Five are about to be converted onto your Amiga by Enigma Variations.

The Famous Five On A Treasure Island is a fully interactive graphic adventure that closely fol-

lows the plot and unique atmosphere of the world famous books. The adventure features a parser that has been developed over three years and understands complex commands and sentences. Other characters in the game have their own independent personalities which enhances player participation tenfold. The Amiga version should be out around now with the customary price tag of £24.99.

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CLASH OF THE TIN CANS

Metal Mutant is the ultimate future battle machine, sent to the planet Kronox to search out and destroy the tyrant Arod-7. At any time, Mutant can transform into any one of three forms, giving an enormous number of possible combat moves.

There are plenty of weapons that you can attach to your Mutant but you will have to earn them first and this is no easy task. Once your Mutant is armed he can then go on his way and attack the enemy. Only the strongest of Mutants will survive!

There are four levels with over 160 fully bitmapped screens and more than 40 savage enemies to fight. Obviously you will be busy in your quest.

Metal Mutants which comes from Palace is due for release at the end of May and will set you back £24.99.



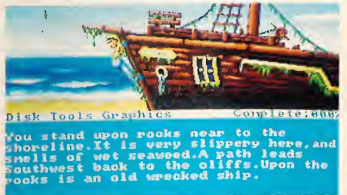
THE SPIDER INVASION

What happens when a deadly spider from South America sneaks its way up north? Americans are seized with Arachnophobia! Hordes of poisonous spiders spawned by this unwanted visitor from the Amazon infest city after city. Homes are overrun and defenceless citizens get killed.

With your reputation as fumigation's finest strategist, your mission is to hunt down the deadly South American spider and put an end to the deadly plague.

There are hundreds of buildings that need to be investigated in Arachnophobia as well as citizens that must be rescued from the evil creatures. Eventually, your destiny will lead you to the queen herself and that's where the real battle will begin!

The plot closely follows the film with its terrifying special effects. Arachnophobia will be released by Titus for Disney Software in May. The price has not been agreed as of yet.



MY KINGDOM FOR A PLOT

Virgin have just released news of a new project that they are working on entitled Floor 13. It is a strategy simulation in which the player takes the role of Director General of a secret police force.

The force is implemented to keep the present government in power and eradicate any threat or rise of power that may take place.

As Director General, you must deploy your forces in order to stop any assassination attempts. You can tap phones, question the citizens, deploy surveillance teams, search premises and interrogate suspects. This is how you will discover evidence and clues to stop any assassination attempts.

There are several plots within the game and this is where you come in. The plots will eventually come together to form the climax of the game.

Virgin want you to create a plot for Floor 13 which you can make as simple or as complicated as you like. The more complicated the plot the better as it will give the programmers more material to work with. You can write it down or record it on cassette. You will not be paid but you may get your name on the game. It is definitely a case of fame but no fortune.

If you desire more details about Floor 13 you can phone Virgin Games on 071 727 8070.



Chuck Rock's peaceful existence has been shattered by the kidnapping of his beautiful wife Ophelia by the evil Gary Gritter. In his quest to find her, Chuck kicks and belly butts his way through over 500 screens played over 25 comical zones of exciting and addictive gameplay.



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U.S. GOLD IN MONKEY BUSINESS



BUSINESS

Lucasfilm have made a great impact on both the film and the software industries. With such titles as Indian Jones and the Last Crusade – the Graphic Adventure and Battle of Britain as well as numerous other titles it seems that they are destined never to release a bad product. Their latest arrival is Secret of Monkey Island.

Amiga Action has already mentioned the game in the news but we now have more to show you. The story is based around a young boy who wishes to become a pirate. Now, this is no easy task and he will have to study hard in several aspects of piracy. You take on the role of the young boy as you attempt to reach your ultimate goal and sail the high seas.



Our hero begins his quest on an island full of pirates. Most of them can be found in the bar where they spend most of their time getting drunk.

Secret of Monkey Island is written in the same format as the Indy adventure. The top portion of the screen is taken up by the main graphic display while the lower portion holds the command window.

Secret of Monkey Island will be reviewed next month but we will leave you with a little taster of what you can expect, and believe us, it looks very promising. Lucasfilm seem to have done it again!



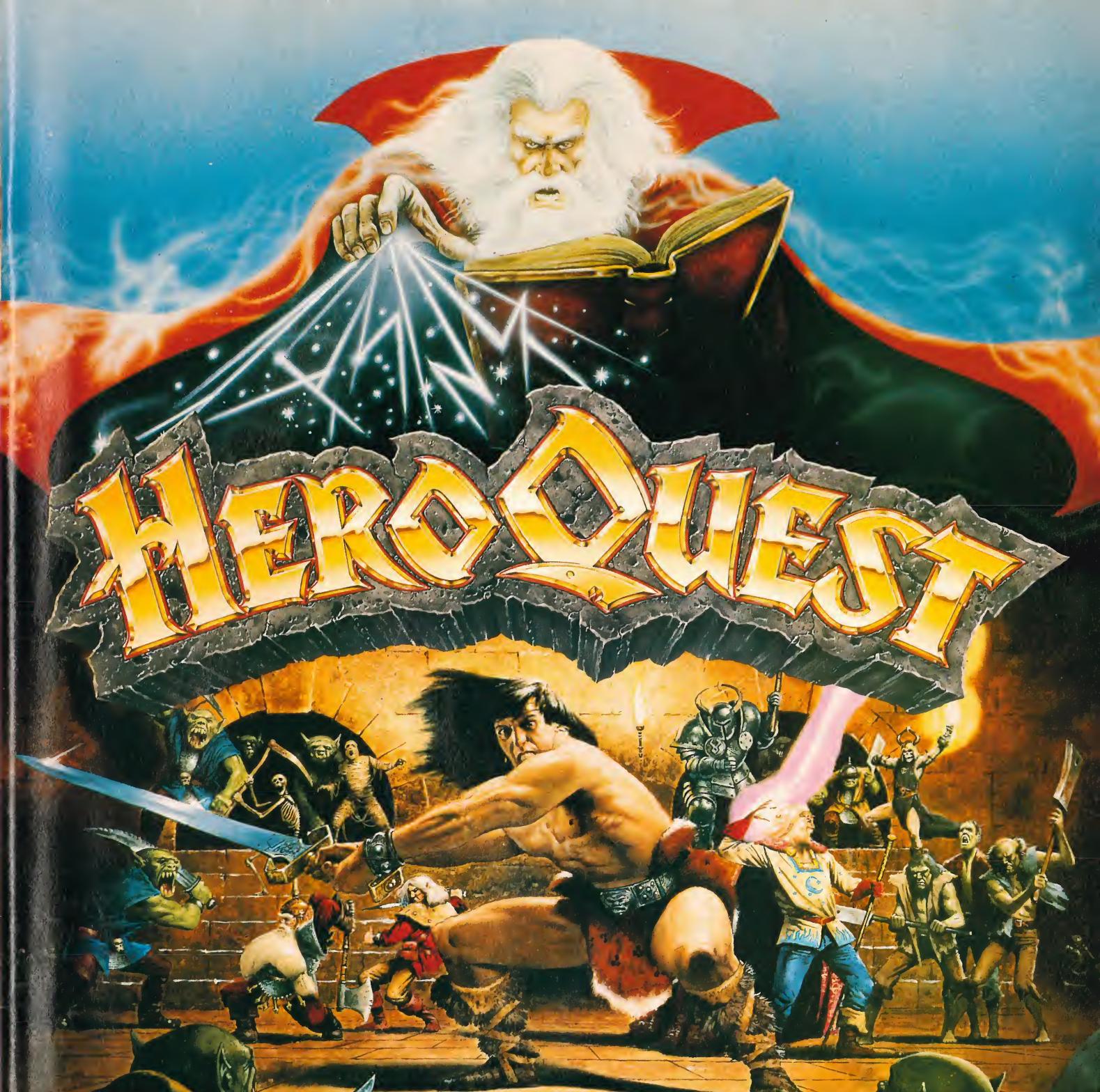
Commands are entered via the input window using a simple point and click control method. Any commands that you enter here are followed through in the graphic window above.



As with all the previous Lucasfilm adventures, Monkey Island features some very neat tricks and jokes. Many of the Lucasfilm's other titles are mentioned in some way in the game as hints or jests.

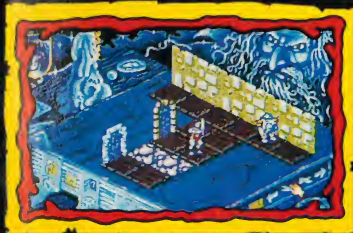


As with all Lucasfilm games, Monkey Island features beautifully drawn graphics and excellent sound. The game is split like a film with all the different elements eventually culminating in an exciting climax. Each portion of the game must be completed in order to solve the next. As objects are collected they appear in the inventory window and can be selected through this interface.



From the best selling role-playing game Gremlin brings you...

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Screen shots from Amiga version

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STOP THE CYBERCON 3



Cybercon 3 is the latest 3D blockbuster from US Gold. The Cybercon is a massive brain stem that has taken control of the Earth through robots and advanced electrical systems. It is so advanced that it has even created a droid army to protect it from hostile invasion.

The brain stem was created for military purposes but it became so intelligent that it was able to make its own decisions.

Cybercon 3 killed all the occupants of the defence tower, that was situated on a mountain, and took control of the various comput-

er systems and elevator shafts.

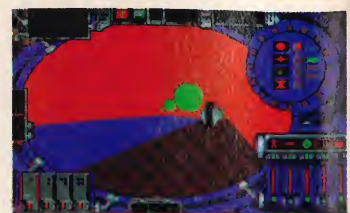
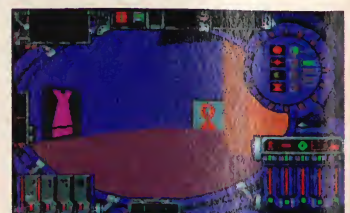
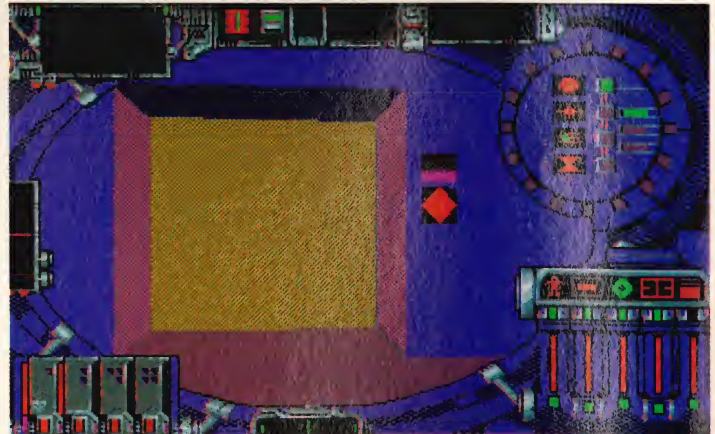
The main doorway was destroyed so as to stop any intruders but intelligence picked up a small gap at the reverse side of the complex. A plan is now under way to exploit this gap and destroy the brain stem - Cybercon 3.

You play the part of an agent sent in to destroy Cybercon 3. Armed in a special robot suit, you must enter the complex and seek out the brain stem. Unfortunately, it is heavily guarded by robots and defence towers. The actual game area is massive and interlinked via passageways but more commonly

lift shafts. The lifts are accessed by lift keys which must be pressed in the correct sequence for them to open. You can also interrogate objects in this way and then control them.

Everything has been designed in superb 3D that updates extremely quickly. Cybercon 3 should be ready for review next month (even though one Amiga magazine has reviewed the ST version before the Amiga one was even being written).

The game is looking absolutely stunning. The price for Cybercon 3 will be around £24.99.



"SKI OR DIE" FIVE FUN-FILLED WAYS

TO END UP IN HOSPITAL



SNOWBOARD HALF PIPE



ACRO AERIALS



INNERTUBE THRASH



SNOWBALL BLAST



DOWNHILL BLITZ



As Rodney so eloquently put it, "Snow sports ain't for powder puffs" So as soon as you arrive at his Ski Shop you'll be presented with not one, but five chilling routes to oblivion. Count 'em while you still can.

There's the "Snowboard Half Pipe", 2 minutes of sheer hell down a near-sheer drop, not made any easier by the presence of teams of chain saw bunnies and punked out penguins.

"Acro Aerials", fly, flip, twist and tuck, down the glacier and convince the judges that you really meant to do it that way.

If your idea of fun is to race down a mountain on an inflated inner tube, while Rodney's son Lester tries to puncture you and your vehicle with various sharpened objects, "Innertube Thrash" is for you.

You couldn't get further from a nice playful playground snowball fight. "Snowball Blast" is deadly and deadly serious.

Finally there is "Downhill Blitz", a no-holds-barred race down unknown trails against the clock and against all common sense.

And if you're the type who really does have a ski loose, then why not try them all?
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ENTER A NEW WORLD OF GAMES REVIEWING!!!

From the premier Amiga games magazine comes a world beating rating system that provides the answers to all those, as yet unanswered, questions...

The new system that has enabled this major advance in game scoring is called 'The Amiga Action Super League' and it uses a ranking system in addition to a traditional percentage score.

How the league system works

There is a Super League for each type of game. Each new game that comes in for review is put into one of these leagues based on which type of game it is. Every league has its own icon to make things easier to understand.

Once a game has been placed in a league, its position within that league is decided. Essentially the reviewing team decides which games of the same type it is better than and which it is worse than. This means that for the first time in magazine reviewing, games are being compared against games of a similar type instead of against all games in general.

The results of the reviewer's decision is displayed both on the review itself and on the League table pages elsewhere in the magazine.

Other changes to Amiga Action

It's not just the scoring system that has been redesigned. The entire magazine has been rethought to give you even better coverage of the expanding Amiga Games scene.

As you will have noticed the review layouts are stunning and they feature some amazing new innovations.

First on the list are what we call 'Digi-Scapes'. These are perfectly joined screenshots which show what the entire playing area of a game looks like.

Next comes 'Role Call'. These are panels showing the various characters from a game and what movements they can perform.

Reviews now also contain special 'Annotated Screenshots' which help to illustrate what the objects and gadgets in a game do.

Last but not least we have our



'In Action' sequences which are used to tell stories or show how each move in the game affects your situation. These are particularly useful for describing puzzle games.

And new features too!

As well as improving our reviewing system and page layouts, we have taken this opportunity to add some more features to Amiga Action.

There is now a regular mini reviews section called 'Late Kick Off'. Here games that came into our office late in the month are evaluated. They don't get the full Amiga Action treatment and the games are not placed in the Super League until the following month, but it does give an insight into what the games are like. The best ones featured in Late Kick Off will be reviewed in the next month's magazine.

Also a regular feature is our look at non games products for the Amiga. Two pages devoted to disk drives, modems, utilities and other useful gadgets. It's short and snappy and keeps you up-to-date with the rest of the Amiga universe.

The all action coverdisk

Response to our putting a coverdisk on Amiga Action has been amazing! So popular in fact that we are now selling 6,000 more copies than before the arrival of the disk! Of course with public response like that, we couldn't do anything but make the coverdisk a regular (that's every issue!). We'll guarantee you up to date demos and sample programs. You can't lose really, can you?

TRICKS OF THE TRADE EXPLAINED

ACTION INFO

1 PANZA KICK BOXING
FUTURA/U.S. GOLD £14.99
TEAM: PASCAL JARRY

3

4

This has to be the best kick boxing simulation ever produced for the Amiga. The graphics have actually been copied from real life footage and this reflects in the smooth and realistic animation on the fighters. Sound is excellent and you can really feel the blows making contact. The referee is a little annoying as he grunts whenever a decision is called and this sound does become very annoying after a while. Panza Kick Boxing is an excellent game and one that will definitely appeal to beat 'em-up fans.

LEAGUE RATING

3 BUDOKAN

4 PANZA KICK BOXING

5 ORIENTAL GAMES

7 BEAT 'EM - UP

- 1 Obvious, but essential, information can be found at the top of the Action Info scoring panel.
- 2 Every review includes details of who actually created the game. This will take the form of either a development team's name or the individual programmer's surname.
- 3 The quality of a game's graphics is one of the key factors in deciding whether or not to make a purchase.
- 4 As with graphics, sound gets its own special rating.
- 5 The most important aspect of an Amiga Action review is the reviewing team's comprehensive comment.
- 6 The League Rating panel informs you of where in the Super League the game under review is placed.
- 7 This line tells you in which league the game under review has been placed.

TOP RATED AWARDS



Only games which will leave their mark on the software world for years to come can ever hope to receive this coveted award. You can rest assured that if you see this symbol on a review, that game is an essential purchase! Games that receive 85% and over as the overall score will earn themselves the Amiga Action Accolade award.



We have decided that there are many games out there that, while not all time classics, are superb games that are well worth the asking price. Those games that score 75% to 84% have been given their own award, the 'Amiga Action Recommended'. Again if you see this icon on a review you can be sure that a game is well worth buying.

ALCATRAZ

The island of Alcatraz stands empty and discarded - a relic of the past. But, as night settles, the ruins of the old prison comes to life. In an ironic twist of fate, Alcatraz is now the hide out of an evil drugs cartel, led by Miguel Tardiez, its cruel and callous chief. As a crack commando you are about to undertake the most perilous and daring mission ever. Your task - penetrate the island of Alcatraz and capture Tardiez. If you fail the State Department will simply deny any knowledge of your existence. There's no such thing as a dead hero.



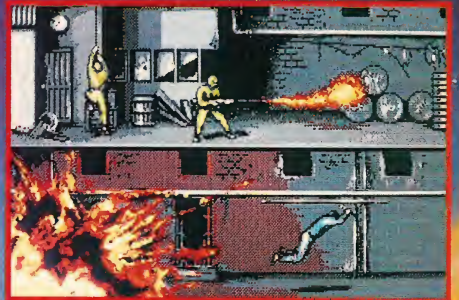
It's the final countdown, as HQ gives the last briefing.



Track down Tardiez's men, as you move ever closer to the very centre of corruption.



Prepare with care, a simple mistake will cost you your life.



One false move and your cover is blown.



Tardiez's men lurk on every corner.



FOR:
ATARI ST/STE - AMIGA - PC & COMPATIBLES

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stein

The Amiga Action

A - These games have been awarded an **Accolade** for outstanding impact within their allocated league.

R - These games have been **Recommended** as they are definitely a good buy, but not quite Accolade standard.

ADVENTURE



The Adventure League contains all those games that are played by inputting text commands.

- 1 Indiana Jones, Last Crusade **A**
- 2 Space Quest series **A**
- 3 Leisure Suit Larry series **A**
- 4 King's Quest series **A**
- 5 Maniac Mansion **A**
- 6 Elvira - Mistress of the Dark **A**
- 7 Operation Stealth **A**
- 8 Zak McKracken **A**
- 9 Zork Trilogy **A**
- 10 Hitchhikers Guide to the Galaxy **R**
- 11 Planetfall **R**
- 12 Guild of Thieves **R**
- 13 Stationfall **R**
- 14 Codename: Iceman **R**
- 15 Conquests of Camelot **R**
- 16 Lurking Horror **R**
- 17 Future Wars **R**
- 18 Ultima series **R**
- 19 Police Quest series **R**
- 20 Loom **R**
- 21 Manhunter series **R**
- 22 Deja-Vu 1 & 2 **R**
- 23 Shogun **R**
- 24 Spellbreaker **R**
- 25 Wishbringer **R**
- 26 Chronoquest series **R**
- 27 Enchanter **R**
- 28 Sorcerer **R**
- 29 Beyond Zork **R**
- 30 Zork Zero **R**
- 31 Suspect **R**
- 32 Beurocracy **R**
- 33 Deadline **R**
- 34 Time **R**
- 35 Infidel **R**
- 36 Corruption **R**
- 37 Fish **R**
- 38 Jinxter **R**
- 39 The Pawn **R**
- 40 Suspended
- 41 Leather Goddesses of Phobos
- 42 Times of Lore
- 43 Colonel's Bequest
- 44 Goldrush!
- 45 Starcross
- 46 Hollywood Hi-jinx
- 47 Trinity
- 48 A Mind Forever Voyaging
- 49 Black Cauldron
- 50 Night Orc

ARCADE ADVENTURE



This league contains games that, although adventures, are very graphical and do not rely on text input.

- 1 Dungeon Master **A**
- 2 Chaos Strikes Back **A**
- 3 Captive **A**
- 4 Corporation & Mission Disk **A**
- 5 Cadaver **A**
- 6 Xenomorph **A**
- 7 Rocket Ranger **A**
- 8 It Came... & Ant Head **A**
- 9 Horror Zombies from the Crypt **A**
- 10 Unreal **A**
- 11 Kult **A**
- 12 Mean Streets **A**
- 13 Shadow of the Beast II **A**
- 14 Prince of Persia **A**
- 15 Obitus **A**
- 16 Voodoo Nightmare **A**
- 17 Zombi **A**
- 18 Ninja Remix **A**
- 19 Colorado **A**
- 20 Bloodwych & Data Disks **A**
- 21 Gold of the Aztecs **A**
- 22 Escape from Colditz **R**
- 23 Shadow of the Beast **R**
- 24 B.A.T. **R**
- 25 Death Trap **R**
- 26 Treasure Trap **R**
- 27 The Immortal **R**
- 28 Infestation **R**
- 29 Resolution 101 **R**
- 30 Neuromancer **R**
- 31 Ran Xerox **R**
- 32 Batman - The Caped Crusader **R**
- 33 Wierd Dreams **R**
- 34 Sir Fred **R**
- 35 Heroes of the Lance **R**
- 36 Stormlord **R**
- 37 Thunderbirds **R**
- 38 Ghostbusters 2 **R**
- 39 Nightbreed (Interactive) **R**
- 40 Omnicron Conspiracy
- 41 Badlands Pete
- 42 Space Ace
- 43 Dragon's Lair 2
- 44 Singe's Castle
- 45 Dragon's Lair
- 46 Barbarian
- 47 Obliterator
- 48 Kristal
- 49 Galdregon's Domain
- 50 Eye of Horus

ARCADE STRATEGY



The Arcade Strategy League is made up of games that contain action elements as well as strategy.

- 1 Elite **A**
- 2 Armour-Geddon **A**
- 3 Midwinter **A**
- 4 Starglider 2 **A**
- 5 The Killing Cloud **A**
- 6 Interphase **A**
- 7 Dragon's Breath **A**
- 8 Iron Lord **A**
- 9 Pirates **A**
- 10 Millenium 2.2 **A**
- 11 Damocles & Mission Disk **A**
- 12 Lords of the Rising Sun **A**
- 13 North and South **A**
- 14 Narco Police **R**
- 15 Star Control **R**
- 16 Moonfall **R**
- 17 Time Machine **R**
- 18 Magic Fly **R**
- 19 Starflight **R**
- 20 Space Rogue **R**
- 21 Carthage
- 22 Lost Patrol
- 23 Murders in Space
- 24 Federation of Free Traders
- 25 Day of the Pharaoh

STRATEGY



Games that require a great deal of tactical planning are all contained within the Strategy League.

- 1 Powermonger **A**
- 2 Genghis Khan **A**
- 3 SimCity & Terrain Editor **A**
- 4 Supremacy **A**
- 5 Bandit Kings of Ancient China **A**
- 6 Populous & Promised Lands **A**
- 7 Railroad Tycoon **A**
- 8 Breach 2 **A**
- 9 Harpoon **A**
- 10 Murder **A**
- 11 Laser Squad **A**
- 12 Breach **A**
- 13 Paladin **A**
- 14 Warlords **A**
- 15 Gettysburg **A**
- 16 Armada **A**
- 17 Borodino **A**
- 18 Risk **A**
- 19 Battlemaster **A**
- 20 Battle Chess **A**
- 21 Gold of the Americas **R**
- 22 Tower of Babel **R**
- 23 Red Lightning **R**
- 24 Conflict Europe **R**
- 25 Storm Across Europe **R**

PLATFORM



The Platform League encompasses all games that require you to leap from platform to platform.

- 1 Switchblade 2 **A**
- 2 James Pond **A**
- 3 Rainbow Islands **A**
- 4 Switchblade **A**
- 5 Rick Dangerous 1 & 2 **A**
- 6 Chuck Rock **A**
- 7 Brat **A**
- 8 Flood **A**
- 9 New Zealand Story **A**
- 10 Viking Child **A**
- 11 Night Shift **A**
- 12 Ghouls'n'Ghosts **A**
- 13 Edd the Duck **R**
- 14 Kid Gloves **R**
- 15 Car - Vup **R**
- 16 Impossamole **R**
- 17 The Amazing Spiderman **R**
- 18 Batman - The Movie **R**
- 19 Strider **R**
- 20 Axel's Magic Hammer **R**
- 21 Mighty Bombjack
- 22 Fire and Brimstone
- 23 Super Wonderboy
- 24 Onslaught
- 25 Chronicles of Omega

PUZZLE & QUIZ



If it's a brain teaser that you're after then take a browse through the Puzzle & Quiz League.

- 1 Lemmings **A**
- 2 Chips Challenge **A**
- 3 Pipemania **A**
- 4 Klax **A**
- 5 Tetris **A**
- 6 Blockout **A**
- 7 Welltris **A**
- 8 Ishido **A**
- 9 Puzznic **A**
- 10 Nevermind **A**
- 11 E-Motion **A**
- 12 Trivial Pursuit **A**
- 13 Gem'X **R**
- 14 Atomix **R**
- 15 Revelations **R**
- 16 Pick'n'Pile **R**
- 17 Loopz **R**
- 18 Spindizzy Worlds **R**
- 19 Jumping Jackson **R**
- 20 Clown'o'Mania **R**
- 21 Scrabble **R**
- 22 Manix **R**
- 23 Manic Marble
- 24 Boulderdash
- 25 The Power

Super League



BEAT 'EM-UP



Contains all those games that require you to kick hell out of your enemy and generally be very violent.

- 1 IK+ ▲
- 2 Torvak the Warrior ▲
- 3 Budokan ▲
- 4 Panza Kick Boxing ▲
- 5 Oriental Games ▲
- 6 After the War ▲
- 7 Golden Axe R
- 8 Vigilante R
- 9 Ninja Warriors R
- 10 Wrath of the Demon R
- 11 Shadow Warriors R
- 12 Sword of the Sodan R
- 13 Chambers of Shaolin R
- 14 Black Tiger R
- 15 Dynasty Wars R
- 16 TMHT R
- 17 Nightbreed (Arcade) R
- 18 Rogue Trooper R
- 19 Double Dragon II R
- 20 Last Ninja 2 R
- 21 Ivanhoe R
- 22 Wild Streets R
- 23 Dr Dooms Revenge R
- 24 Altered Beast R
- 25 Double Dragon R

BAT 'N' BALL



If rebounding a projectile of a bat excites you then the Bat 'n' Ball League is the place to look.

- 1 Arkanoid 2 - Revenge of Doh ▲
- 2 Light Corridor ▲
- 3 Shufflepuck Cafe ▲
- 4 Arkanoid ▲
- 5 Krypton Egg R
- 6 Lords of War R
- 7 Botics R
- 8 Titan R
- 9 Ballistix R
- 10 Impact R

LAND & SEA SIMULATORS



Any simulation of a ground vehicle or sea vessel is contained in the Land & Sea Simulators League.

- 1 M1 Tank Platoon ▲
- 2 Team Yankee ▲
- 3 Silent Service ▲
- 4 Sherman M4 ▲
- 5 Operation Spruance R
- 6 Conqueror R
- 7 Advanced Destroyer Simulator R
- 8 Red Storm Rising R
- 9 688 Attack Sub R
- 10 Carrier Command R

SHOOT 'EM-UP



A shoot 'em-up consists of plenty of enemy and bucketfuls of blasting everything in sight.

- 1 Xenon 2 - Megablast ▲
- 2 Blood Money ▲
- 3 Swiv ▲
- 4 Killing Game Show ▲
- 5 Z-Out ▲
- 6 Turricon 2 ▲
- 7 X-Out ▲
- 8 Turricon ▲
- 9 Silkworm ▲
- 10 Atomic Robo-Kid ▲
- 11 Simulcra ▲
- 12 Strider II ▲
- 13 Battle Squadron ▲
- 14 R-Type ▲
- 15 Venus ▲
- 16 Midnight Resistance ▲
- 17 Line of Fire R
- 18 Operation Wolf R
- 19 Battlestorm R
- 20 Robocop 2 R
- 21 Baal R
- 22 Operation Thunderbolt R
- 23 Warlock the Avenger R
- 24 Xenon R
- 25 Anarchy R
- 26 StarRay R
- 27 Escape From Robot Monsters R
- 28 The Spy Who Loved me R
- 29 Total Recall R
- 30 Back to the Future 3 R
- 31 Menace R
- 32 Saint Dragon R
- 33 U.N. Squadron R
- 34 Vaxine R
- 35 Dan Dare II R
- 36 Monty Python's Flying Circus R
- 37 Starglider R
- 38 Dragonstrike R
- 39 Defender II R
- 40 Eswat R
- 41 Robocop R
- 42 Mystical R
- 43 Eliminator R
- 44 P-47 R
- 45 Dan Dare III R
- 46 Eliminator R
- 47 Pang R
- 48 Oops Up R
- 49 The Plague R
- 50 Zarathrusta R

FLIGHT SIMULATORS



Any game that simulates aerial combat, whether it be in a helicopter, fighter plane or bomber.

- 1 Flight of the Intruder ▲
- 2 Falcon & Mission disks 1 & 2 ▲
- 3 F-19 Stealth Fighter ▲
- 4 Battle of Britain ▲
- 5 Fighter Bomber ▲
- 6 Battlehawks 1942 ▲
- 7 F-16 Combat Pilot ▲
- 8 Gunship ▲
- 9 Interceptor R
- 10 Flight Simulator 2 R
- 11 MiG - 29 Fulcrum R
- 12 F-29 Retaliator R
- 13 Tower Fra R
- 14 Wings R
- 15 Skychase R
- 16 F-15 Strike Eagle R
- 17 ATF II R
- 18 Snowstrike R
- 19 Strike Force Harrier R
- 20 Blue Angels R

RACING



If it's hairing around a race track at over 100mph that turns you on then look no further.

- 1 Supercars 2 ▲
- 2 Stunt Car Racer ▲
- 3 Lotus Esprit Turbo Challenge ▲
- 4 Team Suzuki ▲
- 5 Toyota Rally ▲
- 6 Nitro ▲
- 7 Super Cars ▲
- 8 Indianapolis 500 ▲
- 9 Super Monaco GP ▲
- 10 Test Drive 2 ▲
- 11 Lombard RAC Rally ▲
- 12 Super Hang-On ▲
- 13 Combo Racer ▲
- 14 Hard Drivin' II R
- 15 Jupiter's Masterdrive R
- 16 Off Road Racer R
- 17 Badlands R
- 18 RVF Honda R
- 19 Grand Prix Circuit R
- 20 Turbo Outrun R
- 21 Hard Drivin' R
- 22 The Cycles R
- 23 Chase HQ 2 R
- 24 Powerdrome R
- 25 Overlander R

ROLE PLAYING



RPGs are defined as games that allow you to design the attributes of the character under your control.

- 1 Might and Magic II ▲
- 2 Champions of Krynn ▲
- 3 Bard's Tale II ▲
- 4 Star Flight ▲
- 5 Legend of Faerghail R
- 6 Buck Rogers R
- 7 Dragon Wars R
- 8 Drakkhen R
- 9 Azure Bonds R
- 10 Pool of Radiance R

SPORTS SIMULATORS



Whether it be football, tennis, snooker, golf, basketball or any other sport, this is the league for you.

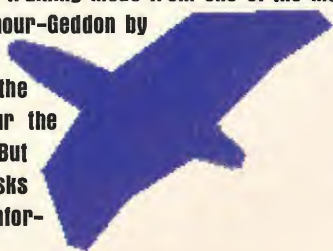
- 1 Kick Off 2 ▲
- 2 Speedball 2 ▲
- 3 Speedball ▲
- 4 TV Sports Football ▲
- 5 Pro Tennis Tour 2 ▲
- 6 Tennis Cup ▲
- 7 Games: Summer Edition ▲
- 8 PGA Tour Golf ▲
- 9 Master Blazer ▲
- 10 California Games ▲
- 11 Microprose Soccer ▲
- 12 Fiendish Freddy's Top of Fun ▲
- 13 World Class Leaderboard ▲
- 14 International Soccer Challenge ▲
- 15 TV Sports Basketball ▲
- 16 Pro Tennis Tour ▲
- 17 Grand Monster Slam R
- 18 Zany Golf R
- 19 World Games R
- 20 Projectyle R
- 21 Purple Saturn Day R
- 22 Italia 1990 R
- 23 World Championship Soccer R
- 24 Steve Davis Snooker R
- 25 Football Manager 2 R
- 26 Jack Nicklaus Golf R
- 27 Footballer of the Year 2 R
- 28 3D Tennis R
- 29 Tournament Golf R
- 30 Manchester United R
- 31 Circus Games R
- 32 Adidas Soccer R
- 33 Passing Shot R
- 34 Grand National R
- 35 Mean 18 R
- 36 Adidas Tennis R
- 37 Italia '90 R
- 38 M.U.D.S R
- 39 Cyberball R
- 40 Fighting Soccer I R



Worth its

The Amiga Action coverdisk just keeps on improving, or though this month we should say disks. The first thing on the agenda is Ilyad, a brilliant shoot'em-up that is only available on the Amiga and has never been released before. It was due to be a normal full price game at around £25, but now it comes free with your copy of AA.

On the second disk we have a training mode from one of the most awaited games of the year - Armour-Geddon by Psygnosis. The training mode will allow you to pilot a craft around the Armour-Geddon world and savour the game from first hand experience. But let's not babble on, grab your disks and read the following pages for information on what to do.



Even today the elders still told the children about the times now gone when Baron Arkhon did not rule, but most of the youngsters thought these stories to be myth, and simply fabricated to keep their hopes up.

The Baron had been lucky enough to be born into a rich family that was already quite powerful, but instead of using his money to help the people, he wasted it. He hired ruthless men to fight against his own people.

But the end for everyone came when he managed to construct some sort of experimental machine which could send him and his armies back in time and squash the rebel force before it started. Fortunately, the rebels had managed to get wind of the evil device and now they know their only hope is to use the same machine to go back in time and vanquish the forces of the Baron there.

Not only do the lives of the rebels today depend on this mission being successful, but the lives



A set of joined ships zip onto the screen and move around close to your ship. Blow them away as quickly as possible or you're dead meat!

of people all the way through time depend on it.

You are the lone rebel who has been chosen to try and destroy the Baron Arkhon and his forces. Piloting a single space fighter you will have to battle your way through four different time zones before you eventually catch up with the Baron himself in the future.

But before you can do this you must infiltrate the Baron's secret base and enter the time module that will make it possible to go back in time and battle with Arkhon.

As with all shoot'em-ups you can collect a selection of special weapons along the way to help you take out the enemy forces, but even these weapons are protected. Certain enemies have the special add-on weapons stored inside them, but once the alien is destroyed the extra weapon will float out and give you a chance to collect it.

When and if you get to the end of the first level your ship will automatically enter the time module. Now, you can go back in time, but



There are quite a few obstacles in the game where you have to rely on your reactions. These undulating pillars are just some of them.



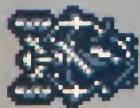
A horde of about 100 ships come hurtling towards you at high speed in an attempt to kamikaze you. Keep your finger on the fire button and get ready to do a lot of dodging.

INCREDIBLE EXCLUSIVE FULL GAME

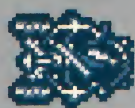
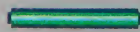
Weight in Gold

INCREDIBLE EXCLUSIVE
FULL GAME

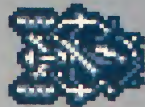
ANNIHILATING THE ALIENS OF ILYAD



The laser is the first weapon you will find in the game. It's pretty fast and can get rid of the enemy very quickly.



There are not many things that can protect themselves from fire, so this weapon is very deadly.



The electrical bolt is very similar to the laser, but a lot better. Watch the baddies perish with this weapon.



What shoot'em-up would be without the good old three way gun. Nothing will be able to get near you now!

it's up to you to choose which of the four time periods that you want to go to first. Whichever way you go you're going to have to complete the others before you can battle it out with the Baron.

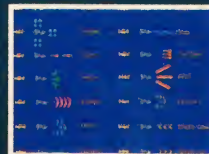
The game has outstanding graphics that are very well drawn and animated. The scrolling is particularly good without any judder, and although the game is a horizontal (left to right in this case) shoot'em-up the screen also scrolls slightly up and down as well.

However the sound has not

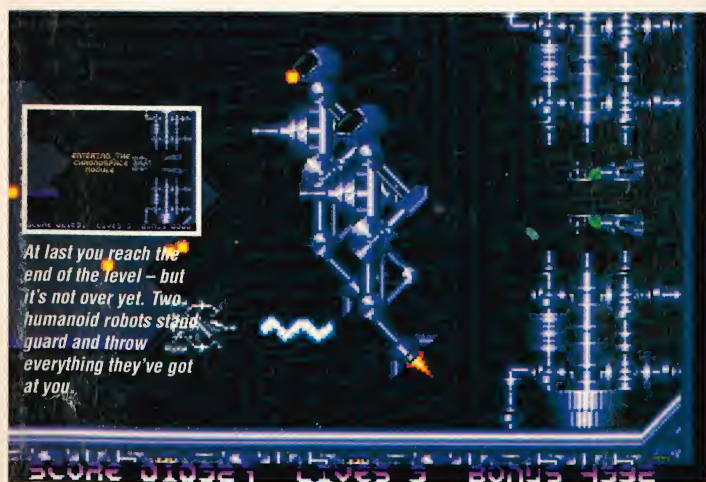
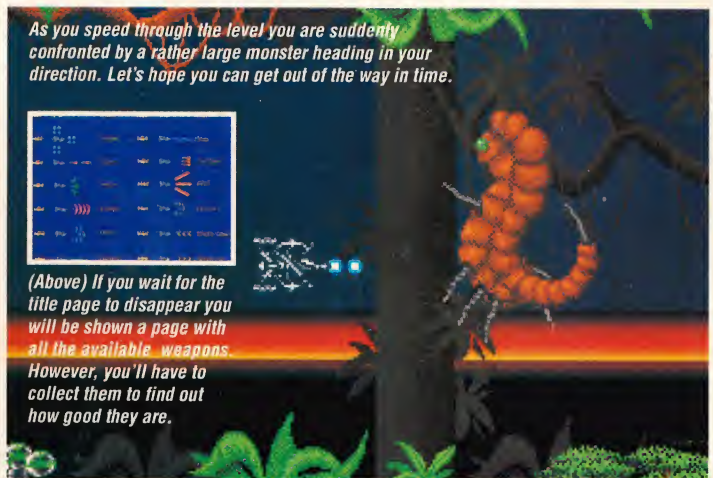
been forgotten. The title music and sound FX are top notch. Their quality is probably the reason why Ilyad is not going to be released on the ST.

The game is controlled in the usual manner - via the joystick, with the eight positions sending your craft in the respective directions. And guess what? The fire button makes your ship fire its weapons (holding it down will act like an auto-fire which makes life a little easier). And Ilyad is guaranteed to make your fingers ache.

As you speed through the level you are suddenly confronted by a rather large monster heading in your direction. Let's hope you can get out of the way in time.



(Above) If you wait for the title page to disappear you will be shown a page with all the available weapons. However, you'll have to collect them to find out how good they are.



At last you reach the end of the level - but it's not over yet. Two humanoid robots stand guard and throw everything they've got at you.



The evil Baron Arkhon isn't stupid. As well as his armies from the future he has forced the creatures from the past to fight on his side.



ARMOUR-GEDDON

The Radio-active Cover Disk



As you make a charge into enemy territory you are intercepted by an enemy viper.



By using the weapon view function you can see things through the "missile's eyes".



Heading due west from base you will come to an island; perfect target practice.

Being the kind people we are, we have decided to give all of you lucky souls out there in readerland a special treat. It comes in the form of a massive playable demo of the brilliant new game by Psygnosis – Armour-Geddon. Not only can you read the review in this issue, you can also get a taster of the action for yourselves.

To load the demo all you have to do is insert the Armour-Geddon disk into your drive and sit back and watch the intro sequence. After you have recovered from the motion picture quality introduction you will find an options screen in front of you. Because this is a demo some of the options are not available. Select PLAY SINGLE by clicking with the mouse.

Upon being presented with the equipment screen you should click on one of the six roster positions in the top left of the screen. If you then divert your attention to the

bottom right you will see a rotating 3D picture of a vehicle. You can cycle through the selection of vehicles by clicking on the two arrows.

When you have decided which vehicle to use click and then drag the icon across to the bottom left window. Now all that is left to do is to choose your ordnance which is done in the same way as selecting a vehicle. To climb into the cockpit of your chosen craft selected PILOT VEHICLE.

To start up the engine press the S key. The plus and minus keys on the main keyboard will allow you to change the power and speed. Control is via a joystick and you can launch missiles and weapons with the fire button. To select which weapon is active press either the Q, A and Z key for the top, middle and bottom weapons respectively. Any other key functions can be found in the list of key functions on the left.

PROBLEMS, PROBLEMS

If, against all the odds, your Amiga Action Coverdisk goes down the drain, up the wall or round the bend then put it to bed with a nice warm drink and a couple of headache tablets. If this fails to rectify the problem you must take more decisive steps. Put the disk into a sturdy envelope and send it to: **Amiga Action Duff Disks, Stanley Precision Data Systems, Unit F, Cavendish Courtyard, Sallow Road, Welden North Industrial Estate, Corby, Northants, NN17 1JX.**

Please do not send your Amiga Action Duff Disks to the editorial team as they have neither the time nor the facilities to deal with them and cannot guarantee their return.

KEY FUNCTIONS

On The Keyboard

- Esc – Menu
- Tab – Raise Gun Turret
- Ctrl – Lower Gun Turret
- Q – Weapon 1
- A – Weapon 2
- Z – Weapon 3
- W – Weapon View
- S – Stop/Start Engine
- T – Target Switch
- B – Brake
- P – Pause
- – Throttle Down
- + – Throttle Up
- < – Left Rudder
- > – Right Rudder
- Alt – Flare
- Del – Shield Down
- Help – Shield Up

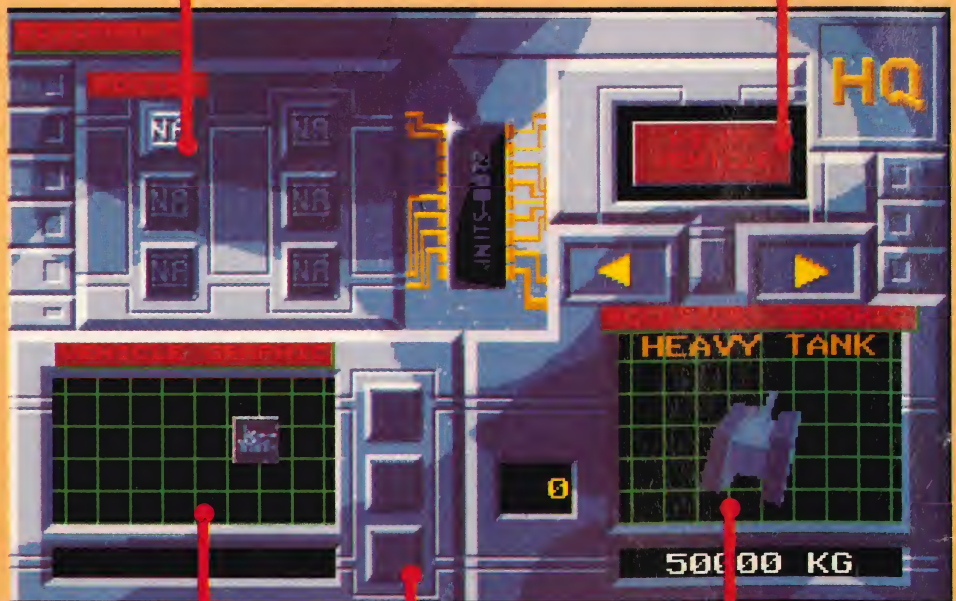
On The Keypad

- (– Camera Left
 -) – Camera Right
 - / – Zoom In
 - * – Zoom Out
 - – Camera Down
 - + – Camera Up
 - Entr – External View
 - 0 – Satellite View
 - 5 – Cockpit View
- Number keys give different views from the cockpit

GETTING STARTED

1. Select a position in the vehicle roster simply by clicking on it.

5. Click on the pilot vehicle box, and grab your joystick.



3. Click on the 3D picture and drag it over to the vehicle graphic window.

4. Select your weapons in the same way as vehicles and drag them across to these weapon windows.

2. Select a vehicle from the six available by clicking on the left and right arrows.

THE GERM THAT ATE MY BRAIN!!!

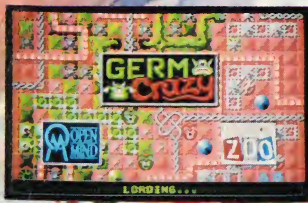
GERM CRAZY

SEE!
it eat through
all major
organs

HEAR!
hysterical screams
of agony

FEEL!
completely
sick

starring
YOU
as the victim
of this
incredible
DISEASE



ST/Amiga

ELECTRONIC
ZOO

ELECTRONIC ZOO, Elliot Road, Love Lane Industrial Estate,
Cirencester, Glos. GL7 1YS (0285) 641541

Available now



THE DEFINITIVE DEATH RACE

SUPERCARS II

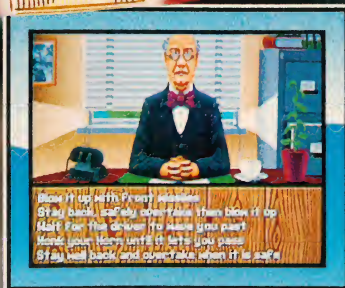
...THE NIGHTMARE CONTINUES...

Prepare to recommence motorised combat and do battle in the most brutal race of all. With a 1/2 player option, new weaponry, 20 new tracks including bridges and ramps to be jumped and improved graphics, Supercars 2 promises to be an even greater smash than the original Supercars.



Screen shots from Amiga format.

Produced by Magnetic Fields



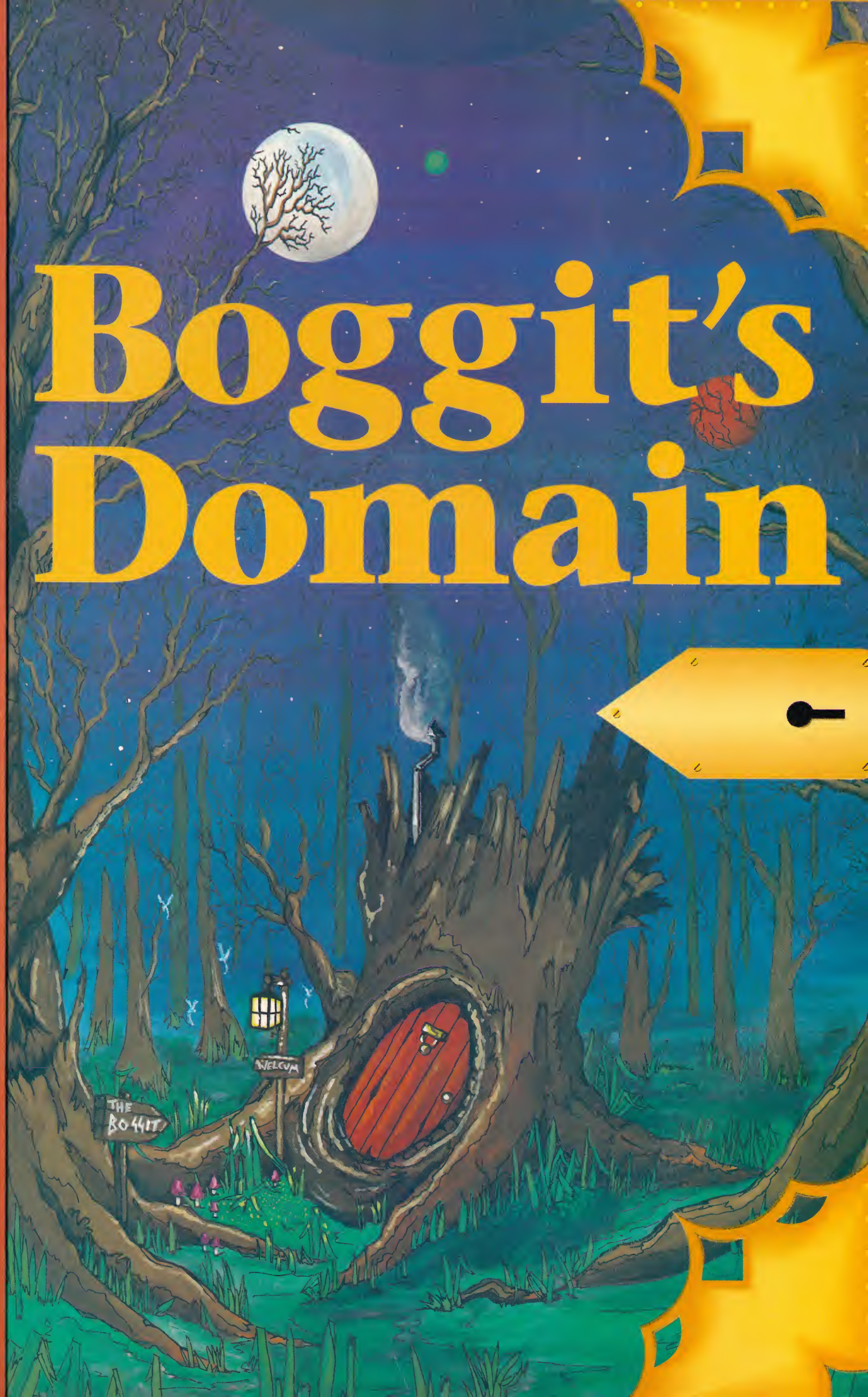
EXPLOSIVE ACTION
FROM THE
CREATORS OF
LOTUS ESPRIT
TURBO
CHALLENGE

Available on:
AMIGA & ATARI ST/STE



Gremlin Graphics Software Ltd,
Carver House, 2-4 Carver Street,
Sheffield S1 4FS Tel: (0742) 753423

Boggit's Domain



What a month it has been. Never have I received so much software and mail. Letters are arriving from every corner of the world now: Pakistan, Australia, Canada, Greece, Tenerife – it's quite incredible. It's just a pity that they all arrived just as I decided to begin my annual spring clean.

I am finding dusty scrolls and maps stuffed in every corner of the house. I suppose I really must spend time cataloguing things properly, but I never can get interested in doing boring jobs. I've spent hours cleaning out all my old Dragon's Blood bottles and polishing my stuffed alligator – (which plays hell with my back-ache and spoils my otherwise sweet nature). Still it is nice to hear from you all, even if I can't always answer the hundreds of letters.

Meanwhile the sun continues to shine endlessly over the Great Wood and everywhere the flowers continue to bloom in sweet profusion. The Dragon is on the wing. Boggit's in his treehouse – all's right with the world.

BOGGIT'S MAIL BAG

So much mail – so little time. Here is this month's pick of the crop.

Ex-Atari Owners Personal Nightmare

This is desperate plea for some serious aid. I am a former Atari ST owner who now has an Amiga (the ST was stolen and I replaced it with an Amiga). Then came the problem of replacing my software. This was done with the exception of my favourite game – Personal Nightmare.

I can find no reference to it in local software catalogues and the local dealers concluded that it must now be unavailable. I have



Horrorsoft's classic adventure game is still available for those of you who are not afraid to have your own Personal Nightmare. If you've got the inclination, Boggit's got the address.

BOGGIT'S BOUQUETS

I received a scroll from an aggrieved RPG player recently who wanted to know why I wasn't raving about Dragon Wars from Electronic Arts. He claimed it was the greatest thing since sliced Dragon Steaks, and didn't I think so to?

Well I retrieved the game from my Treasure Chest and gave it another good thrashing, and I do believe he is right. This RPG is similar to the 'Might and Magic' style game, but is even more sophisticated. It has an automatic map drawing facility which is a god-send, although it would be nice if games of this type allowed players to add markers to the map (like Captive).

To bring more of an adventure style to the game, you are prompted to read certain paragraphs from the game's booklet when you arrive at important points. This text will give you extra descriptions of your surroundings and provide informa-



Dragon Wars is the latest game from the team which brought you the classic Bard's Tale series of RPGs. A sprawling epic game which will repay your purchase price with months of gameplay.

tion which will help you solve certain problems. The sound and graphics are no great shakes, but this is the type of game which can grab your imagination. Give this game an evening to get into your head and it will take you many

months to get it out again.

There are weapons to use, spells to cast and Dragons to control. What more can you ask for? Yes, I think Electronic Arts deserve a bunch of Petunias for this effort.

written to Accolade who publish Horrorsoft's Elvira, but they obviously didn't read the letter because they just said contact your local dealer. Is the game still available?

Name Lost! Cardiff

Lucky for you I can do everything – (apart from losing the second page of your letter which had your name on it!)

You can buy the game from Adventuresoft, PO Box 786, Sutton Coalfield, West Midlands B7 4HG. I forgot to ask them how much, but I'm sure you can make them an offer they can't refuse.

I have also uncovered a rare 'funny' with this game. A few early copies had a bug which shows up when you search the clothes of the tramp at the Manor. It shocks some players to find that the tramp's pockets contain the film which they posted off. Ignore this, your film

has been posted.

Pick a Perfumed Pass In Larry II

Yo Boggit Dude. Listen small-type person, I am having major problems with Leisure Suit Dude II. Man it's totally bogus, I just can't get past the guards at the airport. So why don't 'you' let 'me' know how? Oh, and go easy on the ('My aren't we the thicko') insults.

And why do you live in a crap tree dude, surely there are better ones?

Andy

Remember that boring journey through the jungle? There is a flower which can be picked. Stuff that into the airport guard's hand to totally confuse him.

As for my tree, I'll thank you to keep your comments to yourself. If you know of a better one I suggest you go and jump off it.

Future Wars: Prisoner of the Crughons

I am a 16 year old RPG enthusiast, but my main worry is that I will be collecting my pension before I complete Delphine's mega-hard Future Wars.

My problem is how to get out of the prison cell when you are captured by the Crughons. I have tried many different things, but I can only get as far as removing the air vent grill panel. Many of my friends are stuck here also, so please put us out of our misery and drop me some hints.

J. Richardson, Norwich

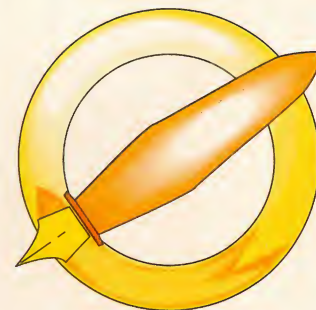
So, you have been 'caught by the

Crughons'. That is almost as bad as being 'caught by the Cherokees' (Ouch!)

Which reminds me – did I tell you that my old granny was almost killed at Custer's Last Stand? She wasn't actually taking part in the battle, she just happened to be camping nearby and went over to complain about the noise.

There are two objects which you need to solve your problem. The first is a gas canister which is found next to the glass case containing the girl. The second is a newspaper.

On the station platform is a dispensing machine which, if you persist, will give you a newspaper. Use the gas on the Crughons and block the grille with the paper to stop the gas seeping back into the cell and killing you.



STAR LETTER

Dragon Wars Help

Why is it that you only do guides to games like Dungeon Master and Captive? No offence Boggit, but me and my friends believe this type of game is boring. Well done for

putting 'Might and Magic 2' in the Boggit's Bouquet section – best cash I ever spent.

I've got a few tips for Dragon Wars players:

◆ When you find the magic quiver and gatling bow, equip both and the character using them will be a formidable opponent indeed. The gatling bow can fire a full load of arrows at your opponent in one shot, but uses up his arrow supply in one go. If he has the magic quiver he has an infinite supply of arrows so he can fire 20 arrows in every attack.

◆ Even after a character has died you can still use his abilities by pressing the 'use' button and selecting another character. Now press the number of the dead character you want to use and you're on to the characters option screen.

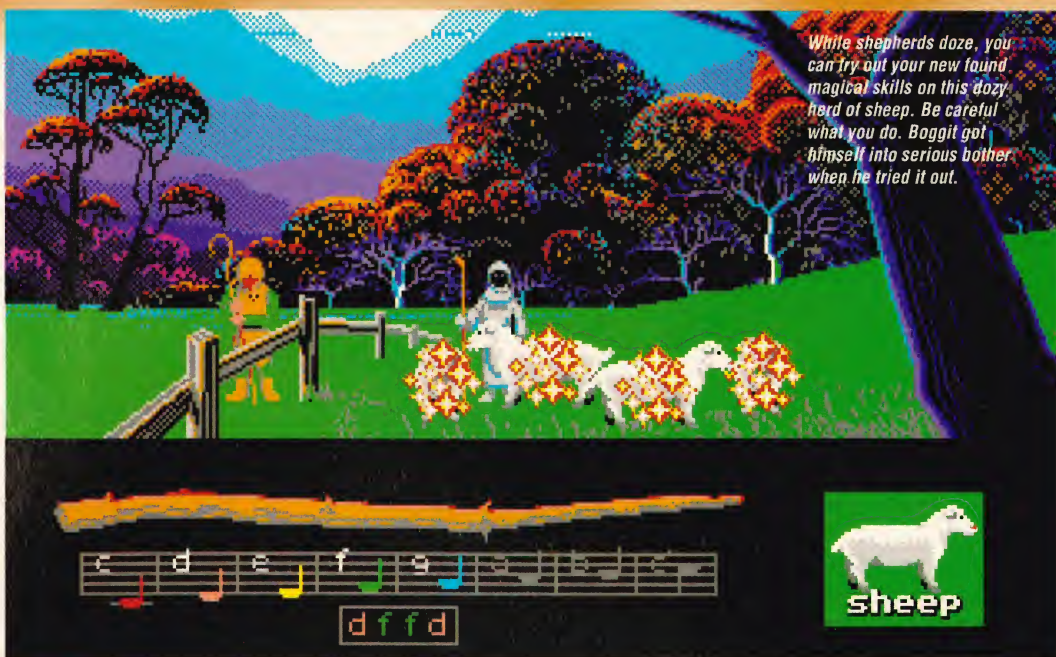
◆ To get into Long John Ugly's dock house simply use your bureaucracy skill after the pirates chuck you out of the dock house. Pay them the minimum price of 50 gold pieces and you're in.

I also have some queries. Where can I find King Drake? Of what use is the Royal Robe? How do you get into the Boat House in the Decaying City?

Kong Loo, Derbyshire

Well the main reason I can't provide lots of guides to games like Dragon Wars and Might and Magic is simply because they are so BIG!

The reason why you (and me)



While shepherds doze, you can try out your new found magical skills on this dozy herd of sheep. Be careful what you do. Boggit got himself into serious bother when he tried it out.

like them so much is because there is so much in them.

Unfortunately I never have the time to spend on such big games, so apart from a few nights of orb-bashing I have to move on. Perhaps if more RPG fans like yourself were to help out with hints and solutions we could assist more.

Just to start the ball rolling I'll send you something from my Petunia Patch.

Twisting the Threads of the Loom into Strange Patterns

I bought Loom from Lucasfilms because I read it had terrific graphics – and it's true. I did find the

game pretty easy, but that's because I was desperately trying to get to the end of it.

I've since found out that there is lots of fun to be had if you forget about finishing the quest and instead just experiment with the spells you find. If you try and do things that you know you shouldn't do you'll find that the game sometimes comes up with surprising results.

Here's a few things you should try: Dye the sheep green. Do the reflection spell on Rusty's corpse. Close up the owl's hole (ouch!) Open and close graves. Heal holes instead of closing them. Spin terror

on the workers. Open and close the Chalice. There are too many things to mention them all, but experimentation is fun.

J. Price, Southall

I decided to try out some of your ideas and I too got some very strange results. I tried out the 'Terrify' spell on a herd of sheep – and an Atari ST user wearing wellington boots appeared.

Camelot's Quest Made Easy by an Offering of Silver

I've been playing Conquests of Camelot from Sierra for a couple of months now and I'm finally stuck. I just can't seem to get out of Glastonbury Tor. I can get the answer to the Riddle Rocks, enter the ruins and kill the Mad Monks, but now the Gods tell me I must stay and take the place of the monks. The Gods also mention some rubbish about Gold and Bronze and how much they like silver, but that doesn't seem to help me.

Will the Super Stars of Wrestling be coming onto the Amiga?

Jim Dove

This ain't exactly a hard problem. I know humans are allowed to be thick occasionally, but you are definitely abusing the privilege. If the Gods are talking about Gold, Bronze and Silver, it must be coins they are after.

Earlier in the game you were



Trapped by the Gods, you will need more than prayer to escape in Sierra's Conquest of Camelot. Perhaps they can be bribed?

COMPOST HEAP

Of the many games delivered to the Old Blackthorn Tree, some get Bouquets, some get a grudging nod of approval – and some get chucked in the Boggit's Compost Heap!

Bat from UbiSoft is a game which I have been waiting to play for over a year. As it has won prestigious prizes from the French software scene, and received many acres of praise in the British press, I was expecting something pretty impressive. Well I wasn't impressed.

It certainly looks nice and has some interesting ideas, (such as a programmable computer built into your arm) but when the top layer is stripped away what is there left? A very basic game consisting of asking endlessly boring questions of a million, identical characters. The French idea of a good game is very different to mine, just like their sense of humour. I know for a fact that very few of them laugh at my jokes.

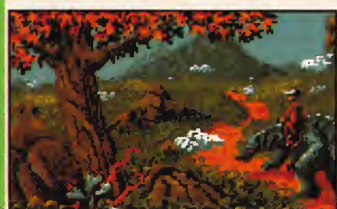
Obitus from Psygnosis has a wonderful advert, highly detailed

graphics, smooth scrolling mazes, beautiful T Shirt and no gameplay. It's a racehorse designed by a committee – resulting in a camel. Using their collision detection routines I reckon I could destroy Frank Bruno – and my blows to his chin wouldn't reach his kneecaps.

Neither am I impressed with beautiful scrolling mazes. Mapping twisty mazes is hardly something to

get over-excited about. Considering the very high cost of this game it's sadly lacking in too many departments.

All that being said, I must mention that the goblin postman also delivered Lemmings from Psygnosis which is living proof that they do know a good game when they see one. Don't buy Obitus – buy Lemmings it's great.



French comic book art is used to illustrate the weird worlds to be discovered in UbiSoft's Bat game. It is presently high in the charts, but not so great in Boggit's books. 60

able to go to Camelot's Treasury and fill your purse with coins. Now's the time to put them to use. These Gods say they like silver so that's what you must give them. Put five silver coins on the altar and you will be rewarded.

One thing I can promise you, no Super Stars of Wrestling will ever be seen on my Amiga.

Strike a Light in Chronoquest

Hi 'Bog Thing'. Here I am, sitting on my trusty A500, quietly going insane! We, (wife, two kids and me) have finished *Future Wars* and *Operation Stealth* (without too much help), we've messed about with *D.M.* (didn't like it) and *Sierra* games (brill), kids (8 and 11) loved *Beast/Powerdrift* and so on.

So, while waiting for the next *Delphine* game I went back to *Chronoquest*. I've been in the Kitchen, Dining Room, Hall, Study and two bedrooms.

Last year when I bought it I remember going upstairs to another room, but I can't find it this time. I have been through all my old mags, but in 14 months 'Nobody' ever mentions the poxy game.

Is it so difficult that not even you can find your way through it? Is it so hopeless that nobody else will admit to having a copy? I have a picture, a letter, a wine bottle, a steel ball, a grapnel and two bits of card. What I need now is just a nudge in the right direction (please sir, boss, guv).

Dave Pruce, Kent

Too difficult for me? Go and wash your unworthy mouth out with soap. Why do I never mention *Chronoquest*? - because it's French of course. It's also naff, but that's another story.

There is another staircase which you appear to be ignoring and it's found behind the door in front of you in the initial screen. Once you go through the door there is a staircase leading up and down. I suspect that your real problem is that the staircase is in darkness and you break your stupid neck if you walk on it without some source of light.

If you go up the main stairs and examine the statue you'll find a key. This key opens a chest which will reveal gloves. There is a right-hand bedside cupboard which can be opened and it contains a piece of paper with a safe combination on it. The safe you are looking for is in the kitchen.

The most important clue for this part of the game is that there are some candles on top of a cupboard in the room at the top of the staircase - the room with the crucifix.

I must warn you that only the French can play this game with safety. All other races risk brain damage.

CHAOS CORNER

When *Chaos Strikes Back* was play-tested on the Atari ST, players reported that they found the new dungeon very confusing. Illusion walls and pits are everywhere, and no corridor ever seems to take you to the same place twice. While this problem was chickenfeed to a magnificent Dungeoneer like myself, FTL decided to add a new feature to the Amiga version which would alleviate the problem.

A magic map can be found in the starting hall which makes the job of moving around much easier. The map will even indicate some features which are invisible in the normal view of the Dungeon. Take for example the coin slot in the room below the Demon Directory. Putting money in the slot does not appear to give you anything, but if you examine the map you will see that the real output altar is behind a nearby illusion wall.

In addition to the basic map, four additional spells have been added which enable the map to reveal special features. There is a 'monster radar' spell which shows the location of nearby

beasts and there is another spell which highlights illusion walls as flashing, yellow squares. A further spell will track the movement of missiles such as fireballs as they shoot through transporter beams - very useful when working out which way the manure will fly when the solids hits the fan.

The final spell is used to work out the effect of wall buttons and

floor pads on the dungeon's topography. Normally when you move around, the map displays the area in which you are standing. Cast the spell and the map will stay fixed for the area you are in. Now you can move to where the button is and press it. The map will show any changes which happen in the area where you froze it. Sneaky!



The addition of a Magic Map to the Amiga version of *Chaos* makes life a lot easier for dungeoneers. Wise wizards should check out the additional spells which enable even more secrets to be revealed.

KWIK QWIP

Last month there was a serious fire in the headquarters at Atari UK. It did £10 million pounds' worth of improvements.

Are the Heroes Quest Pods Giving You the Pips?

Yo Bogbrush! I have had my Amiga for just under a year now and have just started adventuring. I have finished *Future Wars* and nearly finished *Space Quest 3*, but as I am only 12 I sometimes have problems solving the puzzles in such games.

At the moment I am on a game called *Hero's Quest* from Sierra. My problem is how do you get the seed from those stupid little pods? Also how do you kill the Frost Giant and Bruno? Also mighty Boggit are there any Larry games suitable for me as they look like a challenge?

Why do you always say Sierra games are £24.99 when I always have to pay £39.99?

M. Cowley, Blandford Forum

I don't remember quoting prices for Sierra games, but I'll confess that I only recently realised how expensive they are - ain't it shocking! But surely that only applies to their new games, I thought the earlier games were £24.99. As I think the earlier games are better anyway, I would stick with those.

For a start you don't kill the Frost Giant (why are humans such



Choose your character and choose your fate. The solution to the puzzles in Sierra's great game of *Hero's Quest* all depends on the kind of skills you decide to adopt.

bloodthirsty swine?). All he needs is a bunch of apples to warm him up. He told me that he quite fancied Granny Smith, so if you can't get apples try giving him the old lady.

The problem with this game is that there are many ways of solving the same problem depending on your abilities. I have pored through my book of wisdom and it says that you get the seed by chucking a rock at it (you can GET ROCKS almost anywhere).

However I'm sure that I just used my climbing ability to climb up the rocks and grabbed the seed as it flew through the air. What are you like at climbing?

I think the original Larry game is the easiest, the funniest, the cheapest - and the best. If you want a good laugh the Boggit suggests you go for this one.

Well I've still got a load of dusting and cleaning to do if I want to be finished this side of Christmas, so I'll stick these scribbles in a bag and send Archimedes down to the post box. If there's any help you need with any adventure games, and you humans always need help in one way or another, don't forget to write to the knowledgeable Boggit who will try and answer all letters.

Send your letters, queries, (and empty Dragon's Blood Bottles) with an SAE to:

**Boggit's Domain,
The Old Blackthorn Tree,
Blackthorn Drive,
Larkfield,
Aylesford,
Kent ME20 6NR.**

BRAT™

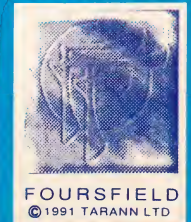
THE
ANTI CUTE
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Bingo! You've caught the robot, so you leave your hoverbike and make the arrest. Now you can sit back a while and wait for the PUP to take the suspect back to base for questioning.

 <p>M.G. 500rds 200lb</p>	<p>Machine gun rounds are light and there are plenty of them. Ideal for taking out people.</p>
 <p>CANNON 150rds 150lb</p>	<p>Cannon shells are excellent for destroying the Black Angels' solid hardware.</p>
 <p>LIFE SUPPORT SUIT 100lb</p>	<p>The armosuit provides all the protection you'll need for venturing beneath the cloud.</p>
 <p>RESERVE FUEL TANK 100lb</p>	<p>The standard fuel tank doesn't hold enough for long missions. This doubles your fuel.</p>

Beneath the cloud is a forest of buildings. Weaving between the tower blocks is a dangerous game, so keeping the speed down is recommended. Luckily your infra-red scanner provides excellent vision.



	
<p>NAME: TBCD 959 Surveillance robot The Black Angels stole a batch of five robots from the SFPD in 1995 and have used them for their own purposes ever since.</p>	

(Above) Your first assignment is to search and recover three surveillance droids. One of the droids carries vital information so taking them out with the cannon is definitely ruled out.



The Killing C

As far as the cops in San Francisco are concerned, there's only one way to get around speedily. The XB500 Hoverbike is a VTOL jet powered aircraft, capable of flying beneath the toxic cloud.



ARCADE STRATEGY



San Francisco the once golden city of America is smothered by a toxic cloud. The fog moved in off the coast as normal, but this time it stayed. Nobody knew why it stayed or why it wiped out half the population of the city. All they knew was that someone or something had infected the fog with a toxic gas.

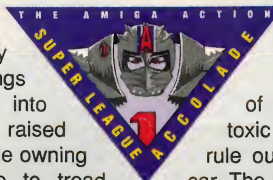
The cloud hung about 100 feet above ground level. The lucky few in the city managed to scramble to the safety of the skyscraping rooftops. Many remained indoors, praying the cloud would not reach them. Others simply perished.

Several years later the lifestyle

in San Francisco has completely changed. Buildings have been extended into the sky, linked by raised walkways. Only people owning protective suits dare to tread beneath the cloud.

It's strongly rumoured that the Black Angels are responsible for infecting the cloud. The San Francisco Police Department (SFPD) must bring these terrorists to justice, otherwise neighbouring cities may be the next target.

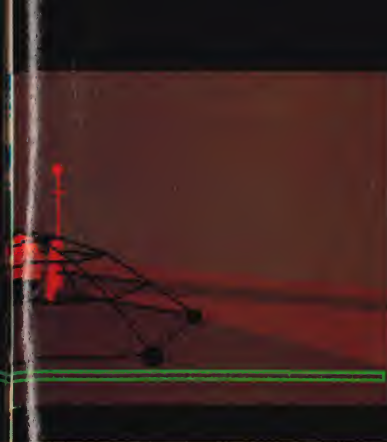
You, as a member of the SFPD must play your part in seeking out the Black Angels. You will have to find and interrogate the lower members in an attempt to discover the



whereabouts of the ring leaders.

Due to the ferocity of such gangs and the toxic atmosphere you can rule out the use of a Panda car. The only way to travel is by hoverbike or on foot. The XB500 hoverbike is standard kit as far as these cops are concerned. Capable of flying beneath the cloud at speed, it's what the Black Angels fear most, so much so, that they've even managed to get their hands on a prototype and customise it for their own use against the police.

The game begins in the mission briefing room. Here you can browse through crime files and build up a mental picture of who or



Before you can arrest a suspect you must catch him. To do this place nets and PUPs in the street near to where the suspect is lurking. Use them carefully though, as you only get 10 of each.



Once you are fully briefed you must choose what to take with you on a mission. The armory provides ammunition for use in the machine gun and the cannon. Armosuits and fuel can also be collected from the dispenser.

ALL SYSTEMS OPERATIVE, PREPARE FOR TAKE OFF!

- 1) Your main navigation tool is the radar. PUPs, nets and other craft are all represented by different coloured dots. The centre of the radar is your hoverbike.
- 2) Being a VTOL aircraft, the hoverbike can fly backwards. Therefore, thrust is represented as a green bar in forward flight, whereas reverse thrust is displayed in red.
- 3) Nets must be placed prior to takeoff and picked up off the streets by flying low over the net pods. Once you have successfully picked up a net it will be displayed on this screen, ready for firing. PUPs move when the arrest is made.
- 4) Altitude is measured above and below cloud level. Above the cloud is measured in green, below is measured in red.
- 5) Your sights are used to target possible suspects. If, for instance, you have armed a net, the sight will follow the target and lock on. A quick jab of the mouse button fires the net missile. They are also used as cross-hairs when you fire the machine gun or the cannon.
- 6) Running out of ammunition is not advised in such troubled times. A quick,



regular glance at these numbers should help you keep tabs on what you're firing. 7) These jet powered hoverbikes certainly gobble fuel. If you do happen to run out, the bike will fall from the sky. The Black Angels are no longer your problem! 8) Striking another object or hitting the ground will damage the hoverbike. If this

bar extends to full red the bike dismantles and your mission has failed. 9) This is the killing cloud. Only the highest points of San Francisco are visible. Beneath the cloud there's a world of crime and pollution, that only the protected dare to tread.


loud

what you are searching for when you eventually hit the polluted streets. Each suspect has a front and side photograph and a brief description.

Once you're fully briefed and the arrest devices are in position you can enter the armory. Machine guns, armour-piercing cannons and armosuits are available. When you're happy with the setup, the hoverbike is moved onto the launch pad ready for your command.

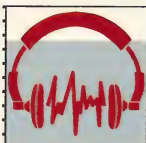
The hoverbike handles very much like an aircraft and is controlled using a combination of mouse and keyboard. Through the cockpit cover you can view the city represented in glorious 3D. Various

A C T I O N I N F O



THE KILLING CLOUD

IMAGWORKS £24.99
TEAM: VEKTOR GRAFIX



LEAGUE RATING

4 STARGLIDER 2

5 THE KILLING CLOUD

6 INTERPHASE

ARC ADE STR ATEGY

What makes a game such as this so good is the feeling of actually being in an authentic city. Weaving in and out of the buildings is a great sensation, although it may take you a while to get used to the sensitive controls of the hoverbike. Exploration and hoverbike handling are the key to the game. The graphics are fast and are complemented by the excellent still shots back at base. With an original scenario and eight increasingly difficult missions, it should keep you hooked for weeks. Highly recommended.

views are available from the bike, both internal and external.

Navigation is accomplished using a combination of radar and visibility. The radar displays coloured dots which represent the suspects and other aircraft. By heading towards the dots you will meet your target. An on-board computer will also inform you which district of San Francisco is immediately below.

Moving beneath the cloud is a dangerous job. It's so dense, visibility is zero, so you may smash

into an unseen building as soon as you pull through. Once beneath the cloud an infra-red visor provides ideal visibility.

Beneath the cloud your first task is to pick up the previously positioned arrest devices. These consist of nets and PUPs. Initially, the nets are fired at prospective targets. If a target is captured the PUPs move in and return the captive to HQ. The Black Angels will usually object and try to destroy occupied PUPs, so it's wise to mother the PUP back to base



Before searching the streets for suspects, it's important to know who you're looking for and get some background information on his character. Searching through the crime files provides such information.



where the interrogation begins.

You must investigate the knowledge of the captives and use it to help you find your next target. Returning to base with the mission incomplete is not recommended. Your superiors will not accept failure and usually kick you out of the force completely. This effectively ends the game. Wreck your hoverbike and your destiny will be decided by the Black Angels.



White Sharks

SHOOT 'EM-UP



And they told you it was an easy job! Well, now it's quite obvious they were wrong. It has only been two weeks since you signed up for the IRC (Intergalactic Reconnaissance Corporation) and already things have gone down the drain.

You were picked to analyse the Delta system and to search for any new signs of life. Upon approaching the very first planet in the system your scanner started to pick up some sort of readings, but then it suddenly short circuited stopping you from working out what the readings meant.

Like a fool I carried on expecting nothing more than a derelict ship with a life support system still functioning. Everything happened so quickly after that. Suddenly there was a whole fleet a ships in

front of me, and there was nowhere to run. All I can do now is fight for my life and hope I can shake them on one of the planet's surfaces.

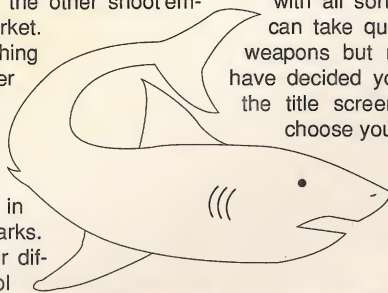
A lot of shoot'em-ups have come and gone since the first arrival of the home computer, and they have certainly improved since then. Now we have all sorts of things to tickle our fancy. Eight way scrolling, extra weapons and all sorts of other things have been incorporated to give a game that little edge over the other shoot'em-ups on the market.

But one thing that has never been tried is alternative controls, or at least not to the extent as in White Sharks. There are four different control

methods in all, each changing the joystick controls during the game ever so slightly. Mainly these control methods allow you the decide how you want to activate your special weapons.

The special weapons are chosen before you actually start the game, as opposed to usual shoot'em-ups where you normally acquire them during the game.

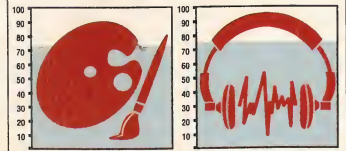
Pressing the E key while still on the title screen will bring up a menu with all sorts of goodies. You can take quite a few of these weapons but not all. Once you have decided you will go back to the title screen where you can choose your control method.



OVERALL SCORE
63%

ACTION INFO

WHITE SHARKS
DMI LTD £24.99
TEAM: DEMONWARE



Shoot'em-ups make up a large percentage of the games released each year. So is true to say that when someone brings one out they must make sure that the game is particularly good because of the amount of competition. So why on Earth would anyone bring out White Sharks? As shoot'em-ups go it leaves a lot to be desired. The gameplay is very bland and the so called revolutionary control systems are not all they're cracked up to be. Just one control method would have been adequate. The only good thing is the graphics. Not a game I would recommend.

LEAGUE RATING

76 FUTURE SPORTS

77 WHITE SHARKS

78 FIRE AND FORGET

SHOOT 'EM-UP

TEETH OF THE GREAT WHITE



- | | |
|-----------------------|----------------------------|
| 1) SPEED UP | 11) HIGH ENERGY SHOTS |
| 2) SHOOT UP | 12) HIGH PENETRATING SHOTS |
| 3) DOUBLE SHOOT | 13) SPREADING SHOTS |
| 4) CROSS FIRE | 14) SPHERE SHOTS |
| 5) DIAGONAL SHOT | 15) TRANSMITTED SHOTS |
| 6) 2 PLAYER EXPANSION | 16) CANNON BLOCATION |
| 7) TRIPLE LASER | 17) HOME SHOTS |
| 8) BEAM LASER | 18) SHIELD |
| 9) PULSE LASER | 19) SMART BOMBS |
| 10) ENERGY WALL | |

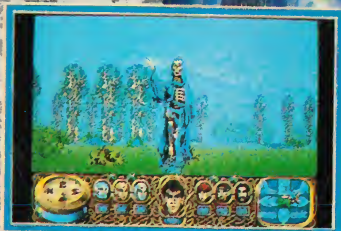
If you're going to survive very long against the numerous enemies within White Shark you better get your weapons sorted out. But what's the right combination?



The second level puts you in a rather tight fitting cavern. Dodging the enemy is quite hard now with all the rocks about to hinder your path. But with a few speed ups every thing should be okay.

CRYSTALS OF ARBOREA

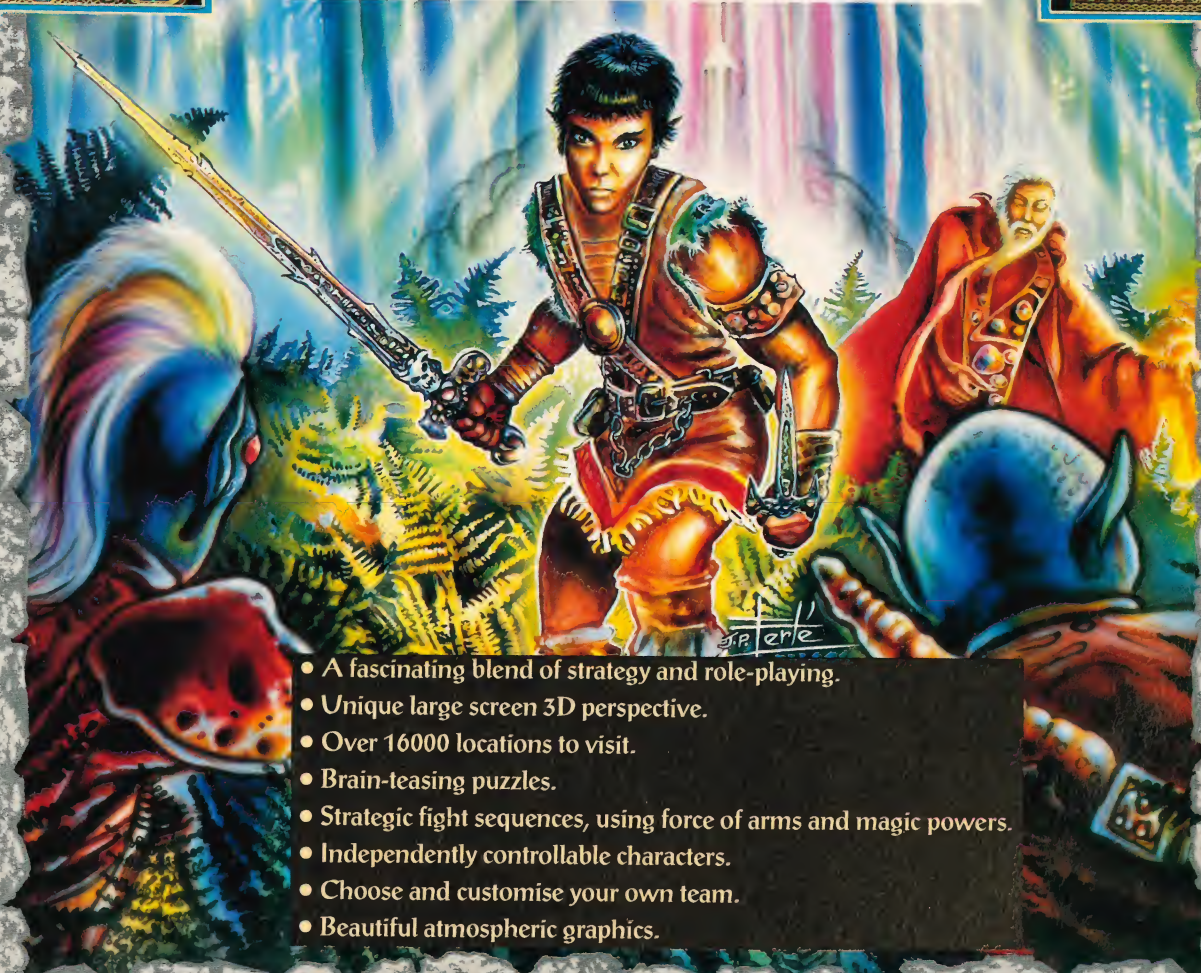
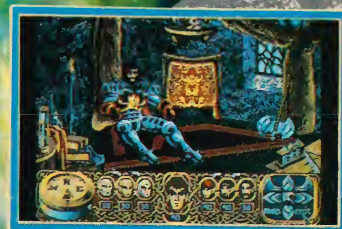
A Strategic Role-Playing Challenge



Morgoth, Lord of Chaos, he who brings nothing but death, worships nothing but destruction has infected your world with his evil.

In sorrow and anger the gods drown all except the land of Arborea, home of the four sacred crystals of harmony, stolen by Morgoth and his servants.

In a race against Chaos, Prince Jarel and a band of trusted companions must find the crystals and restore them to their sacred shrines. To fail is to lose everything.

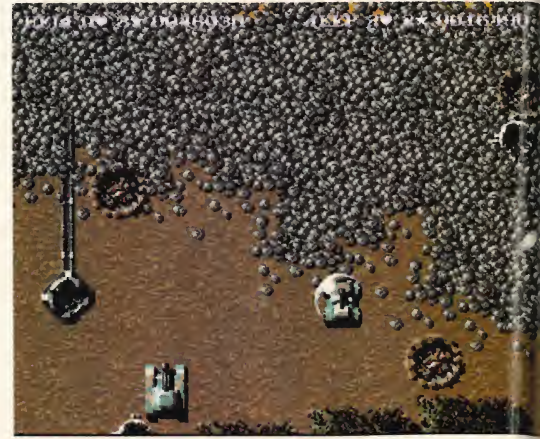


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- Unique large screen 3D perspective.
- Over 16000 locations to visit.
- Brain-teasing puzzles.
- Strategic fight sequences, using force of arms and magic powers.
- Independently controllable characters.
- Choose and customise your own team.
- Beautiful atmospheric graphics.



You eventually arrive at one of the many installations that can be found during the game. But don't think that it's going to be as easy as the tanks and choppers in Silk Worm.

After shooting a ground target, a bubble is left which can be used as a shield. However if you shoot it several times it can be used as a smart bomb, and kill everything on the screen.



Anyone who played the original Silk Worm will recognise the Goose helicopter. But like most other things it's not quite as easy to see off as the original. However, you do still get the extra weapons from it, and there is a slightly better choice this time.

You have to keep your eyes open at all times, otherwise you could fall foul of the rather nasty mini laser complexes. However, they're not too much hassle if you're using the chopper

Although these small round spheres don't look that dangerous, they certainly are. If you happen to destroy them they send bullets flying in all directions.



Can you make it on to the high score table? Well, it's not easy, but do you recognise the names that are on there? Can they be the next generation of games players?



The trains within the game are quite clever. If you shoot the main engine or one of the carriages, the separated ones will stop moving leaving you with an easy target.



SWIV



firepower they usually have.

On the other hand you have the jeep. Manoeuvring this can be quite a job due to the amount of devastation on the ground that you will have to drive around. However, it can jump over some obstacles making life that little bit easier; but you'll have to be careful as you can bang into enemy helicopters while in the air.

The jeep comes into its own when you use its gun. By pushing in one of the eight joystick directions you can point your gun at a particular angle, and if you then hold down the fire button it will stay pointing in that direction while you whizz around dodging bullets.

Whichever vehicle you choose you will get some help – but you'll have to work for it. At certain stages of the game your vehicle will be confronted by a huge Goose helicopter, much the same as the one in Silk Worm. This chopper will hover just in front of your vehicle unloading as much firepower as possible to hopefully take you out and put a stop to your meddling.

However, if you do manage to destroy this chopper you will not go unrewarded. A selection of tokens will be left in its remains and with these you will be able to upgrade the firepower of your vehicle.

Continued on the next page...

SHOOT 'EM-UP

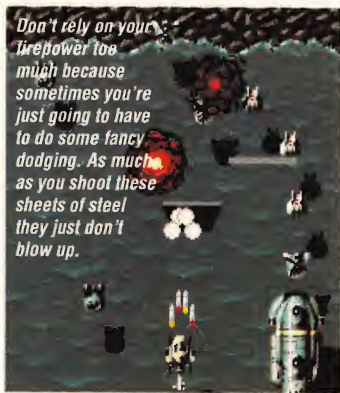
SWIV is the sequel to the smash hit game Silk Worm which was released just over two years ago and was an instant hit due to its fast and addictive gameplay. The game was basically just a horizontally scrolling shoot'em-up, but when you combined the simultaneous two player action it was unbeatable.



As in the original Silk Worm you can choose to control either the armoured jeep or the helicopter gunship to battle your way through the game. This also gives you two different game styles, and although you might get pretty far with one vehicle, you could end up getting blown up virtually straightaway.

With the helicopter you have the added advantage of being able to fly above the obstacles scattered

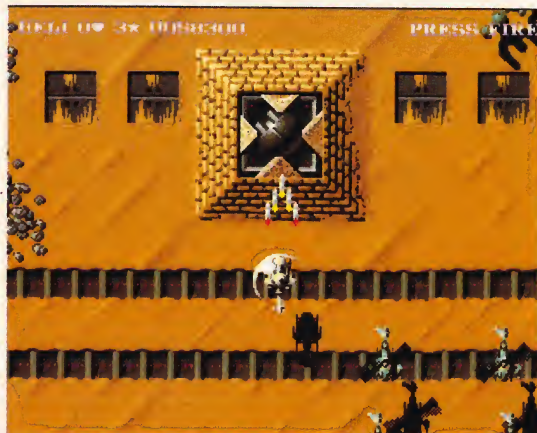
around the ground, such as trees, mines and whole load more. But unfortunately, the chopper can only fire in one direction (straight forward) and this can make killing some of the bigger nasties that you come across very hard indeed due to the enormous amount of frontal



Just when you thought your path was clear a gun emerges from the ground underneath you. Get rid of it quickly before it starts unleashing large amounts of fire.



At the beginning of the game you don't tend to take much notice of the selection of houses that surround you, but when gun emplacements start to emerge from them they soon grab your attention.



KITTING OUT YOUR MACHINES

CASH



Doesn't upgrade your firepower, but does add points to your mega score.

BULLETS



Increases the number of bullets that you fire and can cause quite a bit of damage.

SPREADER



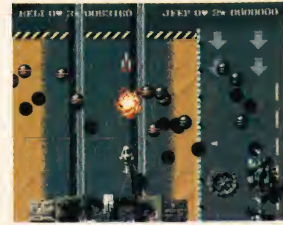
Increases the number of bullets and sprays them at a wider angle.

SPEEDUP



Increases the speed at which your gun fires so that you can do that extra damage.

These rather meaty guns blast bullet after bullet at your vehicle, but although they look pretty awesome, they don't take much to eliminate.



After destroying the first installation you are suddenly faced with a barrier of floating mines. Put your finger on the fire button and get rid of them quickly.

You can increase the speed of your machine gun, or just basically make it more powerful, so that you can do more damage to the enemy. You can also spread your bullets so that they are shot diagonally up the screen taking out more enemies. Of course, if for some unknown reason you don't want to upgrade your weapons you can simply gain points from the tokens.

You never get a free lunch though. SWIV has a special in built difficulty level that can tell how well you are doing and make it that little bit harder so that the game isn't a walkover. This system will check out how long you have been playing without losing a life, how much firepower you have and how many people are playing. The better you've been playing, the harder it's going to become.

But this is not the only specialised thing that SWIV has got.

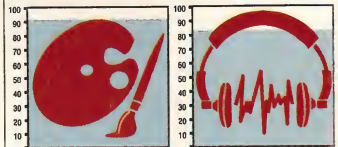
You must have all played a game where once you have completed a level you have to wait while the next level loads, which in some cases can take quite a while. In SWIV this doesn't happen. As you play, the screens are continuously loaded so that the action never stops and the game just carries on scrolling and the enemies just keep on coming.

This is possible because all the levels are joined together to make one huge level complete with all the guardians and things that you will find in standard shoot'em-ups. When you arrive at one of the large installations (end of level guardians) the scrolling will stop for a moment while you dispose of it, and then once it's dead the game carries on without any pauses.



ACTION INFO

SWIV
STORM £24.99
TEAM: RANDOM ACCESS



After seeing the beginning stages of SWIV at the ECES show I just couldn't wait to see the finished game, and now that it's here it's just as good as I thought it was going to be. When you first play the game, although the sound and graphics are superb the gameplay doesn't seem that great, but then you realise that the difficulty level gradually changes according to how well you're doing. This avoids you being put in a situation where the enemy is rock solid and all you've got is your initial gun. SWIV really is totally amazing and a must for any computer owner.

LEAGUE RATING

2 BLOOD MONEY

3 SWIV

4 KILLING GAME SHOW

SHOOT 'EM UP

A massive twin bladed helicopter enters from the top of the screen and as much as you try you can't destroy it. Then to put the icing on the cake it launches who knows how many mini choppers at you.



Oh no! The end of the road and the jeep has nowhere to go, or so you thought. All of a sudden you're in a boat and zooming about the water. How nice!



SWIV THE NAME OF THE GAME

SWIV? What exactly does it stand for? Well, for quite some time people had thought that it stood for Silk Worm IV, but this was just rumours and the real meaning went unknown for quite a while. But now the game is here and we find that it stands for quite a few things. The first is Special Weapons Installation Verification. But it apparently also stands for Special Weapons Interdiction Vehicles. But can you think of any better ones? The writer of the funniest (and our sense of humour is quite sick up here) will receive a copy of this smashing game.

Send your entries to: SWIV Compo, Amiga Action, Interactive Publishing, Europa House, Adlington Park, Adlington, Macclesfield SK10 4NP.

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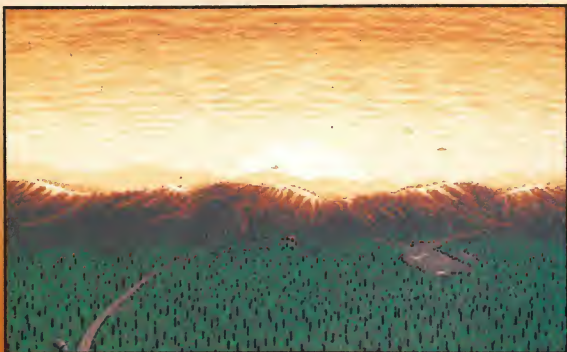
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A CAST OF THOUSANDS — WELL, SEVEN ANYWAY



IKE

Watching out for the sheriff is Ike's full time job. Lazy git!



BILLY JOE

Ike's cousin is the driver and can really burn rubber when he has to.



SCRAPS

Ike's dog really hates the sheriff and his mut. Don't we all?

TUCKER

The moonshine boss will give the best rates for any the liquor you deliver.



FAT SAM

He's the nasty sheriff so you moonshiners had better watch out.



PETULA

Being the sheriff's daughter she keeps him warned of any trouble spots.



ROMMEL

The sheriff's dog eats moonshiners for it's breakfast. Bad breath or what!



MOO

RACING



Many of you oldies out there may recall that rooting television program The Dukes of Hazard.

Remember how Bo and Luke used tear around the country roads in their souped up racer? How they always managed to beat poor old Sheriff Roscoe? The moonshine that they used deliver?

And don't forget those death defying leaps and stunts they performed while escaping from the smokies. Have you ever wanted to be like them but you can't fit your Zimmer Frame through the window of those damn racing cars? Well, now Millennium have given you the opportunity to fulfill those dreams with their latest offering, Moonshine Racers. Yee Haw!

You take on the role of Ike and his cousin Billy Joe. Accompanied by Scraps the dog you must use your pick-up truck to deliver moonshine to the bars scattered around the countryside.

Each level represents a different road on your delivery route. As well as plains you will also find yourself racing through desert-like conditions and then into snowy hill-tops. Before leaving for your next delivery you will get to browse over

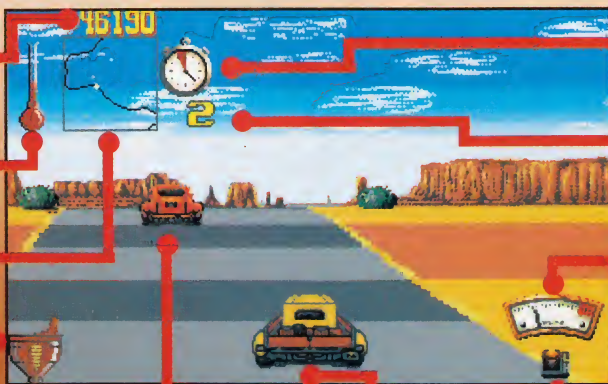
THOSE MOONSHINERS ARE AT IT AGAIN

SCORE Clock up those points and win a Bruce Bonus. Not really, I'm joking.

TEMPERATURE When things get too hot everything boils over. Ooooor!

HAIL Keep an eye out for those nasty hair-pin bends that sneak up on you.

MOONSHINE Oh terror of terrors, some has been spill. Drive more carefully in future.



OTHER CARS They get in the way so ram them off of the road and into the ditch.

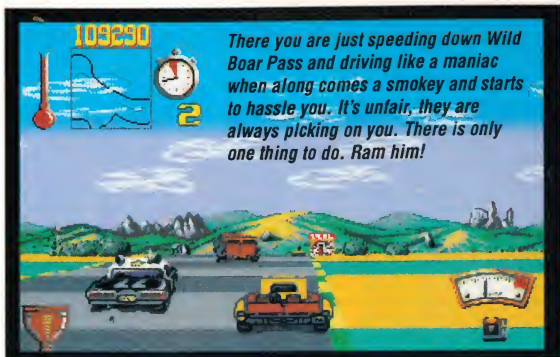
YOUR TRUCK It's a pile of junk. If you drive that thing you're braver than I thought.

CLOCK When the big hand is on the 12 and the little hand on the 10 you've lost.

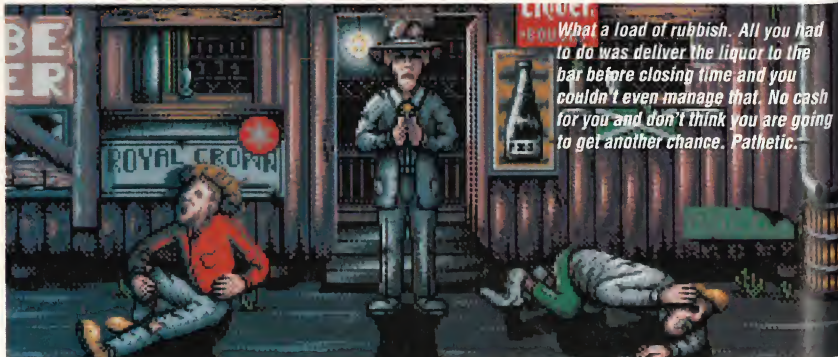
CARE PLEASE Go faster and leave those buggers in your dust. Vroom, vroom!

SPEED When the needle is at the far right you are going quickly. Amazing stuff.

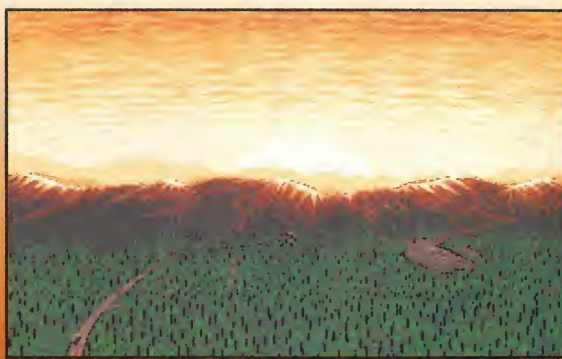
GEARS Travelling over rough ground when in high gear buggers up the synchro mesh. What?



There you are just speeding down Wild Boar Pass and driving like a maniac when along comes a smokey and starts to hassle you. It's unfair, they are always picking on you. There is only one thing to do. Ram him!



What a load of rubbish. All you had to do was deliver the liquor to the bar before closing time and you couldn't even manage that. No cash for you and don't think you are going to get another chance. Pathetic.



MOONSHINE RACER

a map of the road ahead. As you have to get to the next bar in a certain amount of time it is worth making a mental note of the hazards that lie ahead and how to avoid them.

The roads themselves are generally in bad condition, full of pot holes and covered with debris which you must avoid. Any mistakes are paid for in three ways. Whenever you bump into another car or obstacle the engine temperature of your truck will rise, when it reaches a certain point you will grind to a halt.

Any jolts will also cause some of your precious cargo to spill from its barrels. The less liquor you have at the end of the road the smaller amount of money you will receive. Perhaps the worst penalty you will suffer is loss of time. Making it to the bar at the end of the road before the clock reaches zero is vitally important.

Of course, no road racing game would be complete without the smokies. Fat Sam is the local sheriff and with the help of his two lackeys he intends to hunt down those goddamn moonshiners. Rommel is Sam's dog and he rides with the sheriff in the patrol car.

Petula is Sam's daughter and is the main source of assistance

for the sheriff. Staying back at the police station she radios her father when she hears of any disturbance that may involve moonshiners. Whenever you crash into any police barriers that are scattered about the road then Fat Sam will instantly be on your tail. To stop you from completing your run the sheriff will unmercilessly ram you from the road.

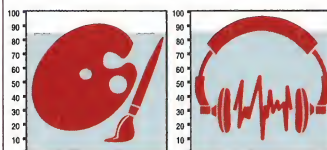
At the beginning of the run your truck is fairly standard, not even sporting that essential accessory – furry dice. However, after every successful delivery you will be paid for your efforts. This means that you can visit the truck stop for some much appreciated bolt-on parts. Turbos, fuel injection, racing tyres, maps and a whole host of other goodies are available as well as the item no moonshiners should be without – go faster stripes.

Your main asset when it comes to moonshining will be your wits. Being able to pick the fastest route quickly will help you outrun the sheriff and make your delivery. Make a wrong move and you could be spending the next few days in a cell at the smokie bear's cave (a bit of CB slang there, clever eh?).

OVERALL SCORE
73%

ACTION INFO

MOONSHINE RACERS
MILLENNIUM £24.99
TEAM: PEAK STAR



Upon seeing the introduction sequence and hearing the accompanying tune I was looking forward to tearing down the roads with the smokies hot on my tail. However, when you look past the fancy graphics and music, Moonshine Racers is a basic racing game. As you progress through the levels you can upgrade your vehicle and so forth but it's all been done before. A two player option would have greatly improved the long-term playability. For me everything was a bit of a let down but if you are looking for an unusual racing game you may find something interesting here.

LEAGUE RATING

25 TEST DRIVE

26 MOONSHINE RACERS

27 STUN RUNNER

R A C I N G



When you start your truck is on a level with a Robin Reliant three wheeler but you can tune it up to Porsche standards with a quick visit to the auto shop. Spend your cash and get hold of those turbos, fuel injectors and furry dice.



Before each run you are given the opportunity to browse over a map of the road ahead. Cactus Creek, Snow Peak Valley and Wild Boar Pass are just some of the tight and twisty lanes you will be tearing down at death defying speeds. Kinda scary isn't it?



Having put the pedal to the metal and burnt rubber you manage to get to Tucker's bar in time. Just look at all that lovely cash you have to spend. Fat Sam the sheriff has lost again. Hardy har har!



SOLDIERS

Provide vital protection against land attacks on factories and native huts.



SETTLERS

Search out land to cultivate and provide raw materials for factory use.



WORKERS

Build factories to process raw materials and turn them into valuable goods.



EXPLORERS

Search for minerals such as gold and build mines to extract their findings.



TEACHERS

Build schools and educate the people from nearby native huts and factories.



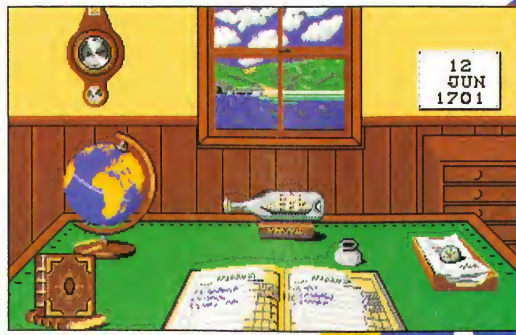
ENGINEERS

Can be converted into bridges to allow others to cross rivers in safety.



STOREMEN

Once goods are produced you'll need to store them. These guys take care of that.



This is your office. Clicking on the various objects on your desk will execute the majority of commands available. Through the window your newly purchased vessels can be admired as they gracefully sail past.



Your ships can be sailed to any port in the world. On docking the ship you must disembark the crew who will immediately scan the area looking for ground to cultivate and settle on.



By clicking on a specified area of the world map you can view in detail your colonies whether or not they are under your command. The map can be scrolled in all directions.

Merchant Colony

STRATEGY



The year is 1700. Traders throughout the world are still trying to pull themselves out of the current recession without much success. With so much land, raw minerals and enthusiastic workers available, surely there must be a massive hole for new developments.

Merchant Colony is a trading game where the scope for development is huge. You play the part of a merchant who must buy and command vessels, manned with people who will travel to the far corners of the world in search of fortune.

Once you have developed colonies it's your responsibility to ensure that they remain productive forces and that the rest of the world is being offered or supplied with your goods.

Unfortunately, you are not alone in your quest for money and power. Worldwide, traders are fighting in the hope of gaining their own chunk of the rock. Many will turn to piracy when other development plans fail.

The game is played from your office and is completely icon driven.

en. First you must buy a ship. Obviously, the larger ships have greater storage capacity but are more prone to attack from pirates. Smaller ships are faster, less cumbersome vessels capable of holding their own in battle. Once the ship is docked, you must man it accordingly and decide its destination.

Seven types of people are available, each with a different role. Soldiers, for example are useless early on, but will eventually provide vital protection to vulnerable

colonies. Settlers must search for land worth cultivating and provide raw materials for factories and mines.

To decide your ship's destination you must consult the world map. From here you can select a port and watch your ship sail. On arrival you must despatch the chosen people who will immediately begin to try and settle. You can then select an individual who will attempt to build on the land available.

If you succeed in developing colonies that can support themselves, they will eventually produce surplus goods that have a market value. You must then arrange vessels to transport your goods around the globe to prospective buyers and sell them for a massive profit. When the profits start to role in, you will want to expand your empire by developing new colonies.

All your transactions and world market prices can be monitored through the open ledger book found on your desk. Bank loans can also be arranged which must be paid back monthly.

A C T I O N I N F O

MERCHANT COLONY

IMPRESSIONS £29.99

TEAM: SIMON BRADBURY

Merchant Colony is a strategy game where you gain power by making money. It's not easy to get into at first and it may take a while before your colonies start to produce goods. Unfortunately, the process is rather laborious and you may find yourself giving in before you've made money. The graphics don't help to make the game more fun as the scrolling is jerky and the mouse update annoying. If you've got the patience to repeatedly build colonies, the game might appeal. Nice idea, poor execution.

LEAGUE RATING

34	IMPERIUM
35	MERCHANT COLONY
36	RORKE'S DRIFT

S T R A T E G Y



The world map has several uses. From here you can co-ordinate destinations, monitor the progress of your ships and keep an eye out for likes of the Black Pig!

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 **Commodore**

THERE'S A LITTLE BIT OF
COMMODORE IN ALL OF US

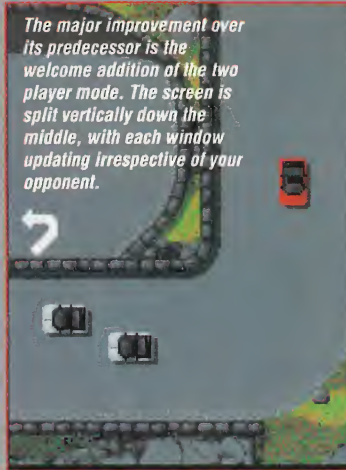
KNOWING YOUR RACING LINES



EASY LEVEL — TRACK 1



The major improvement over its predecessor is the welcome addition of the two player mode. The screen is split vertically down the middle, with each window updating Irrespective of your opponent.



Supercars 2

RACING



After a long wait, the sequel to Supercars has finally arrived. Created by Magnetic Fields, the people responsible for the superb Lotus Esprit Turbo Challenge, the game has been given a vast array of enhancements, including the addition of the much needed two player, split-screen mode.

Supercars 2 is basically an overhead racing game loosely based on Super Sprint. The only major difference is that the actual race track is larger than the screen, so the track scrolls in all directions

as you progress.

Your aim as the driver of the red car (or the green car in the two player mode) is to finish the race in one of the top five positions, preferably first. Fail to achieve this and you'll be thrown out of the championship and have to start from scratch on track one. Instead of just three cars, you must now take on 10 computer controlled cars.

Being a good driver is not the only skill required to win a race. Various weapons are available and can be used to bring a spectacular halt to your fellow competitors.

Front and rear missiles, although unguided, will take out

any car that happens to cross their path. For sheer accuracy and devastation though, the homing missile is ideal. It will follow the course of the track until it meets a car and explode on impact. Other weapons include the super missile which rotates around your car and destroys any vehicle that has moved too close and there's also the land mine which is useful for removing any cars to your rear.

All the weapons can be purchased from the trade screen which also sells armour, an engine turbo and a turbo boost that sends



your car soaring into the air to pass over any leading cars.

There are three levels of difficulty, each made up of seven tracks. The tracks have been greatly improved and now contain jumps, tunnels, bridges, opening and closing doors and cross-overs. The type of circuit, either snow, grass or rocks and heather, will affect the handling of the car. You will also come across such obstacles as water, oil, stones and even a train.

Throughout the game damage to the car is inflicted by either colliding with other vehicles or hitting the trackside. Too much damage will write off the car and the game will end.

Between each track you may be required to give an interview to one of the following: Transport inspector, solicitor, the police, health officer, your sponsor or even a journalist. Each person will ask you a series of questions which must be answered. A good interview will pay money or boost your



Sometimes, between races, you may be given the chance to boost your score or gain extra cash. All you need to do is answer a few simple questions on the highway code.



Jumping chasms is part and parcel of racing. Your car seems to have made the leap with considerable ease, even though one of your opponents seems to have fallen short and burnt out his car.



Luckily, you've just managed to avoid a rear missile fired by the car in front. The car behind you seems doomed as you fire a homing missile to take revenge for your near miss.



Just because you're a racing driver doesn't mean you're free to break the law.

IF IN DOUBT, TAKE 'EM OUT!



FRONT MISSILES: Shoot straight out in front of you and take out any car that dares cross their path.



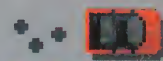
REAR MISSILES: These are used and act in the same manner as the front missiles, only they are released from the rear.



HOMING MISSILES: When launched they will follow the course of the track and seek out the car in front.



SUPER MISSILES: Rotate around your car and smash through any cars that move too close.



MINES: These are laid behind your car and will explode when another car passes over them.

championship points, while a bad interview will do the opposite.

The game is controlled by joystick or in two player mode a choice between joystick and keyboard. Two alternative control methods are available and need to be decided before a game commences.

The first option uses the joystick button as the accelerator, whereas the alternative method is to use the button as the brake, with the car

accelerating automatically. Left and right on the joystick spins the car accordingly. Pushing forward or pulling back will release any armed weapons.

Plenty of sound FX complement the game throughout. Tear round a corner too fast and your tyres will screech, hit another car and you'll hear a lifelike crunch. The tone of the engine is also affected depending on

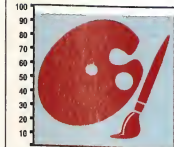
the gradient of the hill and the road surface.

In two player mode the screen is split vertically down the middle and each screen updates irrespective of where your opponent is placed. When two cars meet, they are both displayed on the same screen and the head to head battle begins.

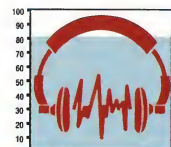


As the tracks get progressively harder more obstacles appear. Opening and closing doors can provide a short cut, but don't hang around as they may trap you.

A C T I O N I N F O



SUPERCARS 2
GREMLIN GRAPHICS £24.99
TEAM: MAGNETIC FIELDS



The game's a gem and certainly a great improvement over its predecessor. Firstly, the graphics have been greatly enhanced with stunning attention to detail around each circuit. The difficulty level is also spot-on, with tracks getting progressively harder. Handling the car may prove rather tricky at first, as there did seem to be slight oversteer. Once you've overcome this minor problem though, prepare to play a race game that leaves all its competitors in the slipstream.

LEAGUE RATING

*** TOUCHDOWN ***

1 SUPERCARS 2

2 STUNT CAR RACER

R A C I N G



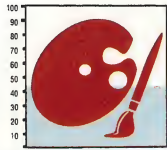
Screaming round a corner into the crossover is a dangerous game. A collision now seems inevitable even though you try in vain to swerve the car away from your oncoming opponent.

Backgammon Royale



ACTION INFO

BACKGAMMON ROYALE
 CP SOFTWARE £24.95
 TEAM: OXFORD SOFTWARES



Well, there's not really a lot you can say - it's Backgammon. The graphics are quite poor, but even if they were amazing it wouldn't make the game any better. But to people who like this type of game that won't matter. If you're the sort of person who likes a relaxing board game, then this is the game for you and that's why it has been given a Recommended.

LEAGUE RATING

39 CHESS SIMULATOR

40 BACKGAMMON

41 GO

STRATEGY

STRATEGY



I expect many of you will have played Backgammon at some point during your life, and undoubtedly you will have realised that it is a very easy game to play. However, it is a very hard game to win.

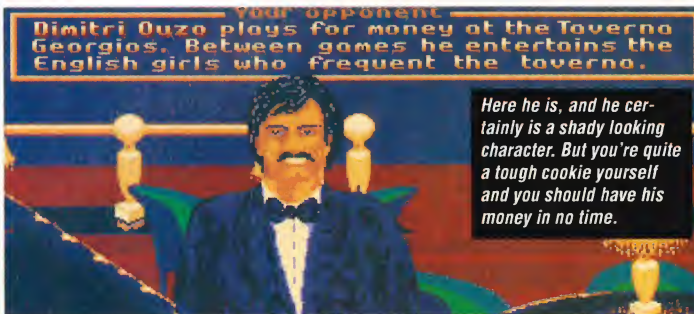
The idea is quite simple. You have 20 counters which are positioned on the board, and all you have to do is move them around the board and then off it.

When it is a player's turn he throws the dice and then moves the counters according to what the numbers on the dice were. For example, if a four and five came up

that player could move one of his counters four points (the triangles on the board) and another one five.

But there's more. If the two dice come up with the same number he can move two of his counters according to the numbers, and then move them again because the numbers were the same.

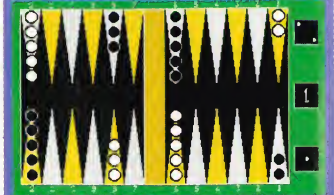
Counters can only be moved onto points that aren't occupied by the opponent's counters, but if there is only one of his counters on a point you can land on top of it, knock it off the board and send it back to the beginning.



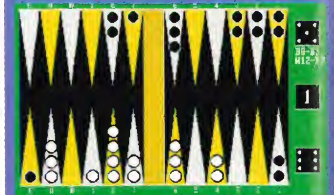
Your opponent Dimitri Ouzo plays for money at the Taverna Georgios. Between games he entertains the English girls who frequent the taverna.

Here he is, and he certainly is a shady looking character. But you're quite a tough cookie yourself and you should have his money in no time.

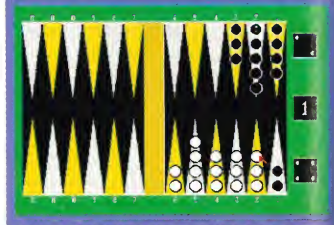
The game begins and you both try to psyche each other out.



Your opponent just doesn't seem to have the dice on his side.



All you have to do now is get rid of your counters and claim victory



STRATEGY



Go, it can be said, is a pretty old game. Confucius mentioned it in 500BC, and in fact it is thought to have originated over 4,000 years ago under the name of Wei-chi (the surrounding game).

Over 1,000 years ago it found its way to Japan, and it is now considered to be the country's national game, played by over 10 million people.

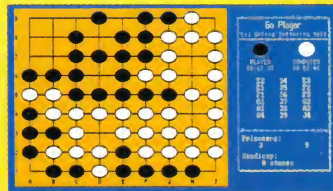
In the East, Go is regarded higher than Chess and players are ranked according to their strength - in a similar system to Judo.

The object of the game is to acquire territory by surrounding vacant areas of the board with your stones. But to make things harder your opponent is trying to do the same thing. Once stones are placed on the board they can not be moved, but can be taken prisoner. This is done by placing your own stones round them so that they are completely surrounded.

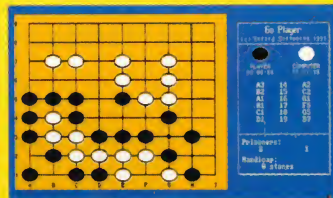
That's about all there is to the rules of the game, but don't be mistaken by thinking it's easy, as you will quickly be proven

GO

Go doesn't exactly look like the game that would be liked by about 10 million people, but that's supposed to be the amount that do. Not really for the you arcade fans.



The idea is quite simple. Put your stones on the board in a way so that they surround your opponent's.

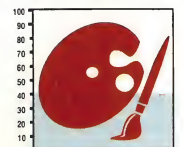


As in Backgammon Royale you get the low down on your opponent, and once again he isn't on the top of your best friend list. But will he be a match for your skill.

Your opponent is: Sani Saki hangs about in Chinatown. When he's not in the seedier clubs, he's always on the lookout for a quick buck. He shows a particular talent for inflicting pain without leaving marks.

ACTION INFO

GO
 CP SOFTWARE £24.95
 TEAM: OXFORD SOFTWARES



Go is very similar to Backgammon Royale in the way it looks and is presented. You even get a run down of your opponent that apart from the graphics is virtually the same. But as in the Backgammon game, although the graphics are pretty poor and there's no sound full stop, it's the game that matters and if you are after a Go clone, this is the game for you. It's recommended to fans but I doubt if it will appeal to many others, especially the people who enjoy bending a joystick with a good shoot-em-up.

LEAGUE RATING

40 BACKGAMMON

41 GO

42 WIND WALKER

STRATEGY

ProFlight

from
HiSoft



Fuel up, weapons loaded...let's fly...

The Tornado Flight Simulator for your Amiga and Atari ST



...target spotted...try your cannon...

Some comments from ProFlight Customers

- “The best simulator on the ST by far.”
- “Very well done, the only flight simulator that gets it right! Thanks.”
- “Well done!!! It is real!”
- “Superb - without exception the best on the market.”
- “Very impressive - brilliant manual.”
- “At last - a real flight sim for the purist.”
- “Your usual high standard of software. Excellent.”
- “For realism, beats anything I have ever seen on a home computer.”
- “Good fun & makes me nervous when flying dangerously - 10 out of 10.”
- “Brilliant manual, brilliant simulator.”
- “Another HiSoft winner!”

These are all unsolicited comments from users of the Atari ST version of ProFlight.



and the Reviews ...

“The sheer range of things to do makes this a winner and with future expansions planned this one could become as popular as the now classic Flight Simulator II.”

“A great deal of thought has gone into how the plane handles and the controls are very responsive.”

ST Action, March 1991.

“ProFlight isn't the same as other fighter sims - it really does feel real.”

“ProFlight is addictive ... if you've got the hang of less realistic simulators, moving on to ProFlight will give many more months of exciting flying. Very complex but enjoyable and well worth the clams!”

Atari ST User February 1991



...change to missiles...locked on...



...heat-seeking missile launched...



...target destroyed...back to base.

HiSoft is delighted to announce the immediate availability of ProFlight for the Atari ST and Amiga.

ProFlight; a supremely accurate simulation of the Panavia Tornado military aircraft, a plane that is the fastest aircraft in the world at ground level (Mach 1.2) and one of the fastest at any level (Mach 2.2) with advanced swing-wing technology that gives it a truly multi-role capability. ProFlight uses complex and exact flight equations that allow you to fly this powerful fighter just like its pilots.

Everything is there ... you can fly peaceful reconnaissance missions or roar into full attack with cannons, bombs, heat-seeking Sidewinder and radar-guided Sky Flash missiles.

ProFlight comes complete with a professional 170-page, ring-bound flight manual which details every aspect of flying this exciting aircraft together with a pull-out specification sheet of the Tornado.

ProFlight is available from all good computer stores and costs only £39.95 inclusive (UK only); if you have difficulty locating your copy, please call HiSoft on 0525 718181 and ask to speak to Julie.

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Switchblade II



Not only are you surrounded by two large guards, there's also a small tank that's just fired a handful of balls which you avoid.



If the enemy gets too close your firepower becomes useless and your only protection will come from your dagger blade.



Oh dear! A large air attack looks to have proved fatal as a large piece of enemy artillery is about to cleave your skull.



After knocking you over with a stray meteor, they've launched a giant rocket that would certainly cause widespread damage if it hit.



The Undercity's lift system is still operational although it provides little protection from the enemy's attacks.



If you've collected any money on your travels, why not spend it in the shop? You can purchase power-ups for your weapons.



The evil Havoc had slept for 10,000 years. During this lengthy period of time the Undercity remained peaceful. When he finally reared his ugly head he launched a reign of terror against the unfortunate citizens of the city. Defence came from the ancient Bladeknights, who soon crumbled due to the sheer force of the intruder's army.

Only one weapon seemed capable of removing Havoc from his throne and the city: it was named the Fireblade. Fearing the strength of the weapon Havoc broke it into several pieces and scattered the remains around the war-torn city.


Someone must retrieve the shattered blade, seek out the evil to bring a premature end to Havoc's reign and free the city of his followers. A young apprentice knight named Hiro was to rise to the challenge. To the relief of the Undercity, he succeeded and brought back peace.

This all happened two centuries ago and the city had long forgotten the evil reign. Not realising the imminent danger, the people of the city continued a normal life. Unfortunately, Havoc was to launch another attack with his strengthened army.

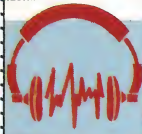
The city was once again under the rule of Havoc. Only one man, a descendant of the great Hiro, could possibly stop him. You must play the part of Hiro's descendant in this long-awaited follow-up to Switchblade, infiltrate the captured city, take out the evil inhabitants and finally meet Havoc face to face in this quest for freedom.

The game is played over six massive, multi-direction scrolling

A C T I O N I N F O



SWITCHBLADE II
GREMLIN £24.99
TEAM: G. ALLAN, P. GREGORY



LEAGUE RATING

*** TOUCHDOWN ***

1 SWITCHBLADE II

2 JAMES BOND

P L A T F O R M

Switchblade was an excellent game and still looks very good compared to many new releases. Now the sequel is here and it's even better. What makes it so good is the excellent contrast between platform strategy and blasting. The addition of extra weapons is also greatly appreciated along with the much improved range of enemies and backdrops. The graphics are far superior to the original, providing beautiful sprites and silky smooth scrolling. You'd be a fool if you let Switchblade II pass by.

levels, each containing around 100 screens of obstacles, platforms and of course, the evil inhabitants. Control is achieved using a combination of joystick and keyboard. The keyboard simply allows you to select which weapon you will fire when the joystick button is pressed.

You begin the game above the Undercity. From here you must find a tunnel that drops down into the underground complex. Once you are in the city new screens will only be displayed when you enter the room, then the scenery will scroll. This causes a lot of concern as you may enter a room and be immediately attacked by one of the many nasties. Lifts, platforms and ladders must be used to negotiate the complex.

The Undercity is rife with Havoc's followers. Not only are there plenty of them walking and flying around firing missiles at you, there are also built-in laser cannons and lethal spikes that rise from the floor. Make contact with

any of these and you'll pay the penalty, usually a drain of your valuable energy, or maybe a full life.

Luckily, as the innocent people fled, they left plenty of food lying around, which when eaten will boost your energy. Money was also forgotten, even though it can still be used in shops to buy useful weapon power-ups and extra energy.

You have six weapons at your disposal. The first is a machine gun. Even though it's capable of rapid fire, you'll need to fire several direct hits to fell the enemy. You also have a flame thrower which is fairly powerful, but has limited range. For sheer power and range your laser will prove to be one of the most feared weapons, whereas throwing stars don't provide as much resistance.

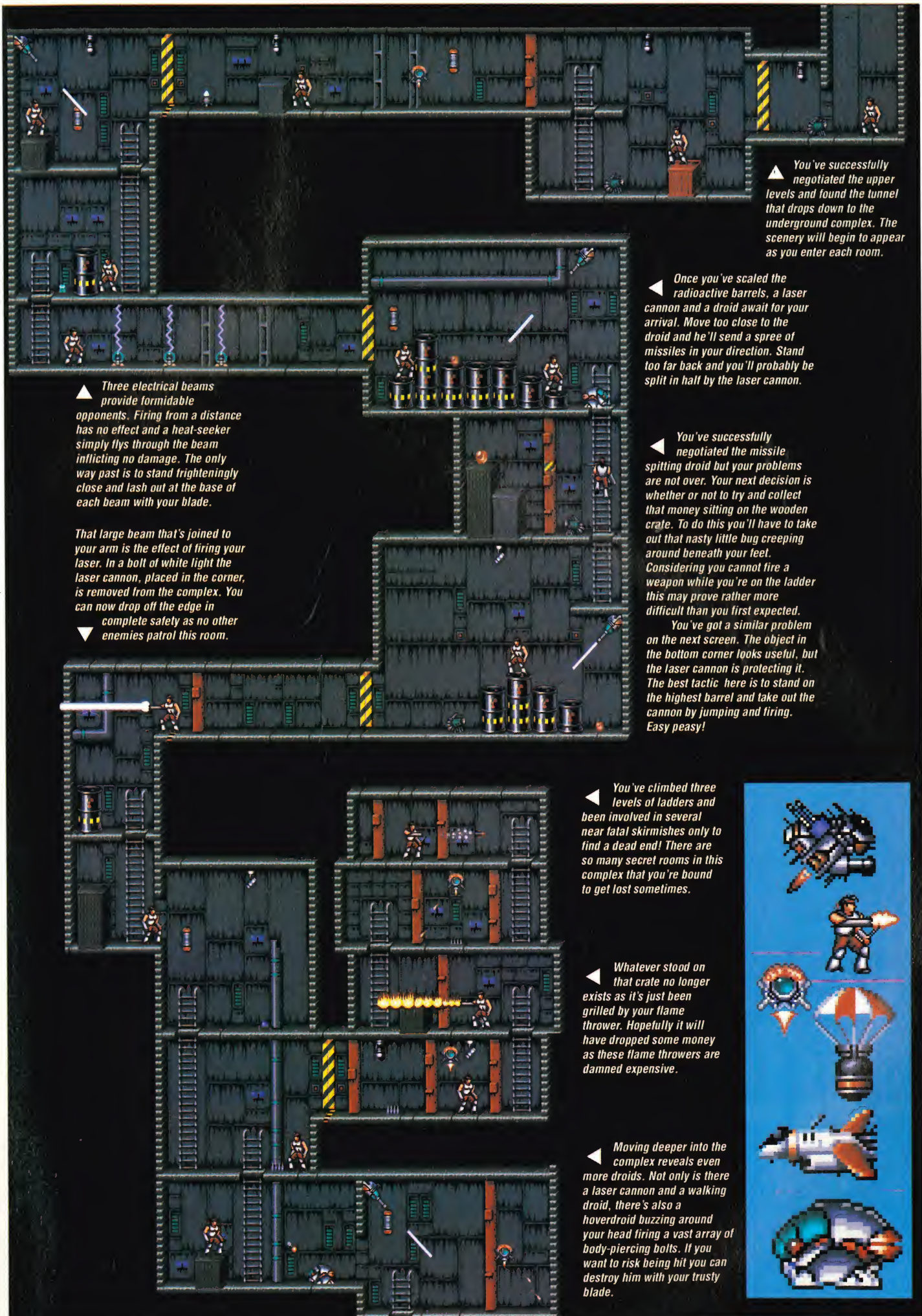
There are plenty of powerful weapons to use but you will need to find them and this is no easy feat.



You will meet these irritating bugs throughout the game. Although they possess no firepower they do get tangled around your feet and cause you considerable damage. Kill them as soon as possible.

Heat seeking missiles are probably your most powerful weapon. Once they've destroyed one target they'll pick the next and destroy that too. There limited though, so use them wisely.





▲ You've successfully negotiated the upper levels and found the tunnel that drops down to the underground complex. The scenery will begin to appear as you enter each room.

▲ Three electrical beams provide formidable opponents. Firing from a distance has no effect and a heat-seeker simply flies through the beam inflicting no damage. The only way past is to stand frighteningly close and lash out at the base of each beam with your blade.

That large beam that's joined to your arm is the effect of firing your laser. In a bolt of white light the laser cannon, placed in the corner, is removed from the complex. You can now drop off the edge in complete safety as no other enemies patrol this room.

◀ Once you've scaled the radioactive barrels, a laser cannon and a droid await for your arrival. Move too close to the droid and he'll send a spree of missiles in your direction. Stand too far back and you'll probably be split in half by the laser cannon.

◀ You've successfully negotiated the missile spitting droid but your problems are not over. Your next decision is whether or not to try and collect that money sitting on the wooden crate. To do this you'll have to take out that nasty little bug creeping around beneath your feet. Considering you cannot fire a weapon while you're on the ladder this may prove rather more difficult than you first expected.

You've got a similar problem on the next screen. The object in the bottom corner looks useful, but the laser cannon is protecting it. The best tactic here is to stand on the highest barrel and take out the cannon by jumping and firing. Easy peasy!

◀ You've climbed three levels of ladders and been involved in several near fatal skirmishes only to find a dead end! There are so many secret rooms in this complex that you're bound to get lost sometimes.

◀ Whatever stood on that crate no longer exists as it's just been grilled by your flame thrower. Hopefully it will have dropped some money as these flame throwers are damned expensive.

◀ Moving deeper into the complex reveals even more droids. Not only is there a laser cannon and a walking droid, there's also a hoverdroid buzzing around your head firing a vast array of body-piercing bolts. If you want to risk being hit you can destroy him with your trusty blade.



Turrican II — The

SHOOT 'EM-UP



Morgul, the three-headed incarnation of evil, has finally been destroyed! But you, Turrican, cannot rest, for your most dangerous and noble mission is yet to come.

On the distant planet of Landorin a savage war has raged for years. A tyrannical warlord, a twisted merger of cyborg and humanoid parts named The Machine, has been fighting to overthrow the Landorins and gain control of their planet.

Despite their victories the Landorins are soon to face defeat at the hands of The Machine's army of twisted mutants. They have retreated to the inner core of their world to await their destiny...DEATH!

As their last action of defiance the Landorins sent out a cry for assistance. Their radio signal drifted through the endless reaches of space, to the Tri-Solar system.

Their plea was heard and a hero has been found — a man with the courage to face the hordes of warriors; a man to free the last surviving Landorins; a man on his most dangerous adventure ever...Turrican.



While in Gyro mode you are invulnerable — any beast that approaches too close is ripped to shreds.

To defend yourself you are equipped with a myriad of powerful weapons. A standard blaster cannon is provided for general purpose slaughter. When you are being assaulted from all directions you



can use a lightning wave to despatch the nasties. This comes in the form of a beam of energy that you can rotate about yourself zapping anything that approaches.

A Power Line will send a pair of laser beams towards the sky. The beams will then split and move left and right across the screen destroying anything in their paths. Finally when you need to unleash total Armageddon upon your foes there is the Super Weapon. This activates all of the above firepower at the same death dealing instant.

As you progress through the levels things get trickier and soon even your high technology exoskeleton and heavy firepower will not be able to save you from the barrage of destruction. To counter this bonus icons can be collected throughout the game. Multiple shots, additional lasers and shields

Taking on the role of Turrican you must travel through five different worlds in which you will have to face perils and overcome the dangers that await you. The initial levels of play show a side on view of yourself as you search through maze-like caves, destroying the

bad guys as you go. In the middle of the game you will enter a spaceship and blast your way through three levels of hyper-fast action.

Your suit of deadly powered armour is controlled using the joystick. You are capable of performing super human-stunts and it will also enable you to transform into a spinning gyroscope of mayhem.



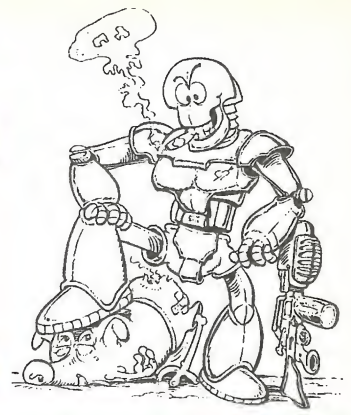
When facing the savage mutant hordes of the warlord called The Machine you soon begin to run out of lives. To help you out there is a plethora of diamonds scattered through out the cave systems. Collect 100 of them and you are given the option to continue the game after you have died.



When you feel like a good old fashioned bit of Armageddon the Super Weapon is just the thing. Every weapon on your person is activated at the same instant but remember you can only utilise this facility once every life. Just watch those bad guys drop like flies.



The Final Fight



At intervals throughout the cave systems The Machine has ordered some of his dangerous servants to guard him. Here a serpentine dragon spits fiery breath while the lesser minions move in for the kill.



To get into those hard to reach places you can transform into a spinning, death dealing gyroscope. Not only will any monsters you touch be destroyed but you can lay a minefield for them to run into as well.

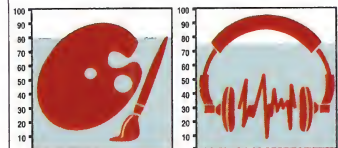
are just a few of the things that you should look out for. When you gather up 100 diamonds you will receive an extra continue, greatly enhancing your chances of success.

With all the talk about plasma energy weapons and power upgrades victory seems guaranteed. It would be if not for the hordes of mutants intent on destroying you. Your opponents come in many shapes and sizes. Giant insects attack you from the air, swarming from hives in their hundreds. A little easier to tackle are the crawling and slithering beasties. Being restricted to movement on the ground you can easily leap out of their path, but while you do keep a watchful eye out for any missiles that may bombard you from space.

Located at strategic sites throughout the maze-like caves are some of the more ferocious servants of The Machine. These guardians aid their comrades in vicious attempts to cleave your skull. Fire-spitting dragons and gargantuan demons are just some of the fearsome adversaries you must defeat in your mission.

ACTION INFO

TURRICAN II
RAINBOW ARTS £24.99
TEAM: SCHMIDT, ESHER, TRENZ



The original Turrican has been around for some time now and when it was released all those moons ago it was a great success. In this age of sequels and remixes it was inevitable that it was to come out of retirement. The graphics and sound are excellent. What really keeps you coming back for more is the gameplay, although a little tough it is addictive. Considering the vast amount of weaponry the controls are still simple to use. Rainbow Arts have definitely improved on their successful formula with this offering and I can recommend it to anybody and everybody.

LEAGUE RATING

4 Z-OUT

5 **TURRICAN II**

6 X-OUT

SHOOT 'EM UP

OVERALL
 SCORE
86%

VIOLENCE IS GOLDEN

A GUIDE TO TURRICAN'S WEAPONRY



Triple shot will fire a spread of bullets in the direction you are facing. This is particularly useful if you are trying to make really rapid progress through a difficult section of the level.



The laser is capable of destroying even the most awesome enemies with a single blast. When trying to move up hill however it is virtually useless as it doesn't cover you from above.



The shield will make you invincible for a short period - handy for getting past those difficult spots. Any bad guys that touch you will be disintegrated by the energy fields that surround you.



The Power Line is capable of clearing the screen of any mutants. You only have a very limited number of uses so don't be wasteful. The line will be terminated when it touches any scenery.



Lightning will allow you to save your skin when being assaulted from all directions. You must stand stationary to use the weapon but you are then able to rotate the beam in an arc about you.



The smart bomb is the ultimate weapon. When you pick up the icon any mutants on the screen are instantly vapourised. Smart bombs are rare so grab them whenever you can.





Gem'X



This is the colour order of all the gems. Clicking directly on a gem lowers its value by two. Surrounding gems only lower their value by one.

PUZZLE AND QUIZ



Kiki is a beautiful Japanese girl. Along with her attractive girl friends she must accompany you

through around 400 challenging levels and lead you to a pleasant surprise.

Gem'X is a puzzle game sporting gorgeous graphics, fiendishly addictive gameplay and exotic sound.

The screen is split into two grids called fields. The field on the right contains a combination of coloured gems piled on top of each other. The left one contains a similar setup to the right, only this has several differences and may contain more gems. The aim of the game is to make the left field identical to the right within the given time limit.

To achieve this goal you can lower the colour value of a gem to

This is Kiki. Along with many of her beautiful girl friends, she will provide encouragement throughout the game. At the end of each level another of Kiki's friends will be introduced.

enable it to match with its opposing gem in the right field. The order of colours is red, green, blue, pink and yellow.

You control a pointer moved by the joystick. Pressing fire directly over a gem will lower the colour value two levels. For example, a green gem will turn pink and a blue gem will turn yellow.

However, not only the selected gem will change colour. Those above, below, left and right of the selected gem will also be affected. These gems will lower their colour by one level, so a red gem would become green and a blue gem would turn pink. Following these simple rules gives you the ability to match the two fields.

A yellow gem has no colour with a lower valency. Therefore if you attempt to lower this gem it will automatically implode and the gem above will fall into the vacant hole.

Clicking directly on a pink gem lowers the valency by two, so this also implodes as it moves below the value of yellow.

During the game you're bound to make many mistakes. Fortunately, a quick jab of the Delete key will undo your previous move, but there's a limit to the number of times you can do this.

The different levels are split up into mines. These consist of several puzzles that must be completed before you can move up a mine. Higher mines contain more puzzles. At the end of a mine you can choose which to move onto.

At this stage one of Kiki's friends is displayed to give you encouragement due to the girl's lack of clothes. A password is also supplied to allow you to jump mines.



A C T I O N I N F O

GEM'X
DEMONWARE £24.99
TEAM: KAIKO

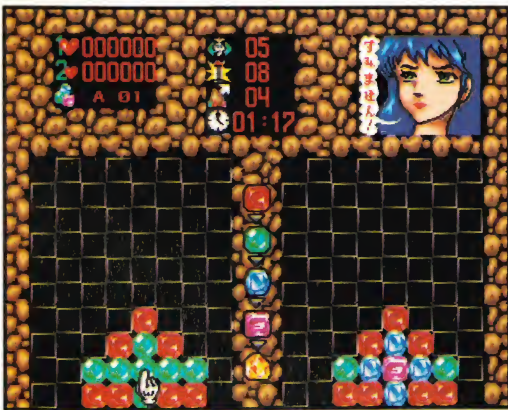
LEAGUE RATING

12 TRIVIAL PURSUIT
13 GEM X
14 ATOMIX

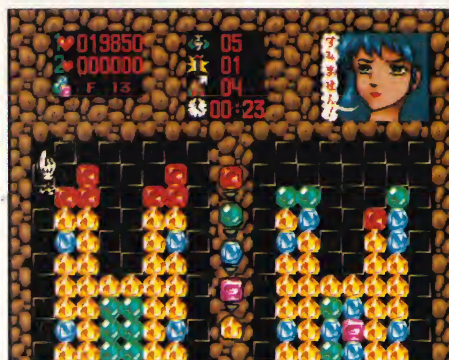
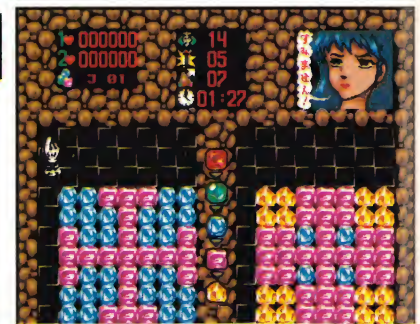
PUZZLE GAMES

Puzzle games must be the most frustrating type of entertainment. But you always come back for more. The same applies for Gem'X whose gameplay, although slightly repetitive is addictive. The graphics are fairly attractive, although the need for near pornographic pictures to make you return is completely beyond me. The exotic speech is excellent, but completely unnecessary. On later levels the game does become very difficult, so you may find yourself clicking on random gems in the hope of success.

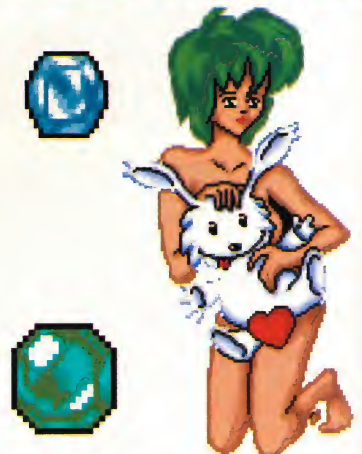
This is one of the first screens, so it's very simple. The pointer is currently pointing to the only gem that needs selecting. The green gem will turn pink and the gems above, below, left and right will turn blue completing the level. Easy!



The patterns in the left field no longer look anything like the right field so you may need to plan in advance to avoid having to skip the level and lose one of your chances.



Things are much harder now and it's not just a simple matter of changing the colour of gems. This screen contains several extra gems which need to be destroyed. To achieve this simply lower the value of a yellow gem and it will implode.



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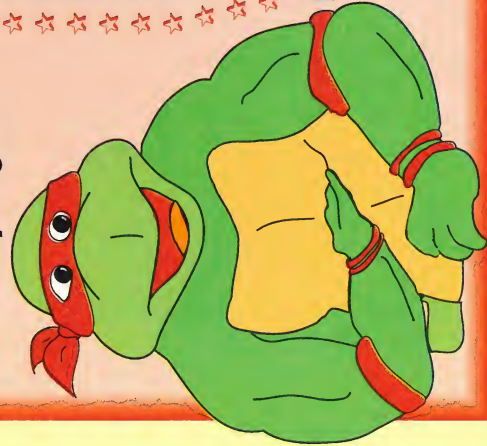
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Amiga

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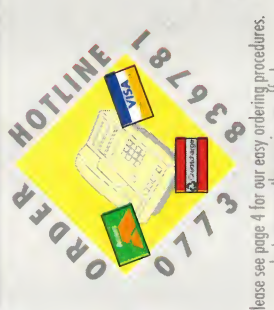
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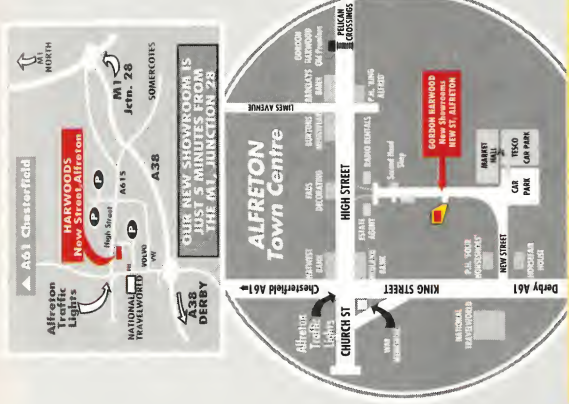
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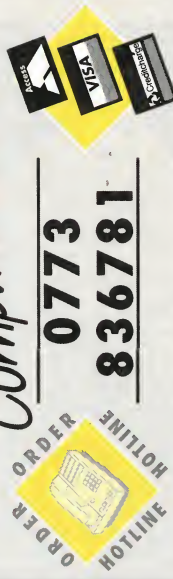
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Tips

LOTUS ESPRIT

Can you get to the top 10 best players in Lotus? Well here's a cheat for you to try out. Firstly enter player one's name as **FIELDS OF FIRE** and then player two's as **IN A BIG COUNTRY**. Now, no matter where you come you will automatically qualify for the next race. Also try entering the names **MONSTER** and **SEVENTEEN** (in the respective places) to discover a rather familiar looking game. Thanks to Stephen Hanlon for those little corkers.

Yawn. Here's where I have to think yet another intro that's meant to be slightly interesting, which is very hard after a while. Concentrating is pretty hard with all the groans of pain coming from around the office, mainly due to the rather heavy paintball game we had at the weekend. But it was worthwhile cos I got to shoot Whitey. Shame he was on my side!

LEMMINGS — PSYGNOSIS

Yes, Lemmings is without a doubt the most addictive game around at the moment, but it is a little tough in places. So if you're stuck here are the codes to all the levels.

FUN CODES

- | | |
|----------------|----------------|
| 2: IJLDNCCN | 17: CAJJFLBDV |
| 3: NJLDLCADCY | 18: IJLFLCCDO |
| 4: JLDLCINECR | 19: NJLFCADDN |
| 5: LDLCJNFCK | 20: JLFLCINEDU |
| 6: DLCIJNLGCT | 21: LFLCAJNFDN |
| 7: LCANNLDHCQ | 22: FLCIJNLGDW |
| 8: CINNLDLICJ | 23: LCANNLFHDT |
| 9: CAJJMDLJCL | 24: CINNLFLIDM |
| 10: IJJMDLCKCU | 25: CAJJMFLJDO |
| 11: NJMDLCLCR | 26: IJMFLOCKDX |
| 12: JMDLCLMCK | 27: NJMFLCALDU |
| 13: MDLCAJNNGT | 28: JMFLCINMDN |
| 14: DLCIJNMOCM | 29: MFLCAJNNDW |
| 15: LCANNMDPCJ | 30: FLCIJNMOP |
| 16: CINNMDLQCS | |

TRICKY CODES

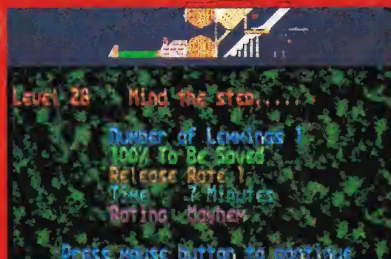
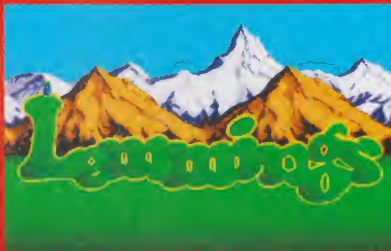
- | | |
|----------------|----------------|
| 1: LCANNMFPM | 16: MDCIJNMOEP |
| 2: CINNMFLQDV | 17: MCANNMDPEM |
| 3: CAJJLDMBEV | 18: CINNMDMGEV |
| 4: IJLDMCCEO | 19: CAJJFLBFY |
| 5: NJLDMCADEL | 20: IJLFLMCCFR |
| 6: JLDMCINEEU | 21: NULFMCADFO |
| 7: LDMCAJNFEN | 22: JLFMCINEFX |
| 8: DMCIJNLGEW | 23: LFMCAJNFFQ |
| 9: MCANNLDHET | 24: FMCIJNLGFJ |
| 10: CINNLDMIEM | 25: MCANNLFHFV |
| 11: CAJJMDMJEO | 26: CINNLFMIFP |
| 12: IJJMDMCKEX | 27: CCJJMFOJFV |
| 13: NJMDMCALEU | 28: IJMFMCCKFK |
| 14: JMDMCINMEN | 29: NJMFMCALFX |
| 15: MDMCAJNNEW | 30: JMFMCINMFO |

TAXING CODES

- | | |
|----------------|----------------|
| 1: MFMCAJNFFJ | 16: JMFLGINMGS |
| 2: FMCIJNMOFS | 17: MDLGAJNNGL |
| 3: MCANNMFPPF | 18: DLGIJNMOGU |
| 4: CINNMGOQFL | 19: LGANNMDPGR |
| 5: GAJJLDLBGK | 20: GINNMDLQGG |
| 6: IJLDLGGCGT | 21: GAJJFLBHN |
| 7: NJLDLGADGQ | 22: IJLFLGCHW |
| 8: HLENGIOEGL | 23: NKLGNCGDHH |
| 9: LENGAJNFGV | 24: JLFLGINEHM |
| 10: DLGIJNLGGL | 25: LFLGAJNFHV |
| 11: LGANNLDHGY | 26: FLGIJNLGHO |
| 12: GINNLDLIGR | 27: LGANNLFHHL |
| 13: GAJJMDLJGT | 28: GINNFLIHU |
| 14: IJJMDLGKGM | 29: GAJJMFLJHW |
| 15: NJMDLGAJLJ | 30: IJJMFLGKHP |

MAYHEM CODES

- | | |
|----------------|----------------|
| 1: NJMFLGALHM | 16: IJJMDMGKIP |
| 2: NJMFLGINMHV | 17: NJMDMGALIM |
| 3: MFLGAJNNHO | 18: JMDMGJNIV |
| 4: FLGIJNMOHX | 19: MDMGAJNNO |
| 5: LGANNMFPHU | 20: DMGIJNMOIX |
| 6: GINNMFLOHN | 21: MGANNMDPIU |
| 7: GAJJLDMBIN | 22: GINNMDMQIN |
| 8: IJJLDMGCIW | 23: GAJJLFBMJQ |
| 9: NJLDMGADIT | 24: IJLFLMGCIJ |
| 10: JLDMGINEIM | 25: NJLFGADJW |
| 11: LDMGAJNFIV | 26: JLFMGINEJP |
| 12: DMGIJNLGIO | 27: LFMGAJNFJY |
| 13: MGANNLDHIL | 28: FMGIJNLGJR |
| 14: GINNLDMIU | 29: MGANNLFHJO |
| 15: NIMDNGLGO | 30: GINNLFHJX |



HERO TURTLES

Eeyah! Good old Richard Holmes of Staffs has sent in this handy little cheat for the not so great turtles game. Once activated the cheat will give your turtles infinite energy enabling you to take out the forces of the evil Foot clan that little bit easier. Anyhow here's the cheat! When the game asks you to enter the mission code enter **8859**. You will then be asked to enter the code again; this time enter **1506**. Lastly, enter the normal code to start. Now, as the game starts press the Help key to activate the cheat. Cheers to Richard for that one.



CAR-VUP — CORE

Last month we published a few codes for Core's cracking little game Car-Vup. Well, if they weren't enough and you still need a bit more help, here's a cheat that will give you infinite lives. While on the high score table simply type in the word **R.J.TOONE** and when you next play the game you will have loads of lives.

HORROR ZOMBIES

Even I had a few problems. Level five is a real toughy. If you want to have a go at the later levels (which are really hard) here the codes courtesy of John of Kam Chuk Lane in Asia (quite a long way from us). Ta very much John.

- | Level | Code |
|-------|-----------|
| 2 | WOLFMAN |
| 3 | HAMMER |
| 4 | LUGOSI |
| 5 | NOSFERATU |
| 6 | GARLIC |





Although on first impressions Star Control doesn't score very highly, once you get into the game you realise just how good it is. But it certainly isn't easy. Apart from having to contend with the rather clever computer opponents, you also have to work out how to use the various ships. It's so easy to lose one of your best ships to one of the opponent's puniest simply because it could find a weakness of some sort in yours. This guide will outline the ship's capabilities and how they can be used best.

On first playing the game it seems that the Hierarchy are a far superior force compared to the Alliance. This is mainly due to the presence of the Dreadnaught. But after you have learnt how to use the Alliance ship properly you realise that the sides are pretty evenly matched.



1) UR QUAN DREADNAUGHT

WEAKNESSES: Because of its very slow turning rate and speed, if a ship gets in close you can get in a great deal of trouble. Be careful with the special weapon as well, as each fighter sent out takes away one of your crew until it returns.

ADVANTAGES: Even though the autonomous fighters use up your crew

for a while they are particularly useful against the enemy. The Dreadnaught's main cannon is very powerful as well.

SPECIAL: Autonomous fighters that can be sent out to attack the enemy.

SHIP CHOICE: Chenjesu, Mmrmhmr, Ariloulaleelay. These should prove worthwhile in battle.



WEAKNESSES: Again the ship's slowness is its weakness, but the Podship's own weapons can be its downfall as well. A fast ship can easily lure its own homing missiles back into itself doing immense damage.

ADVANTAGES: As long as you don't get in its way the Podship's main weapon is



2) MYCON PODSHIP

very effective, and the special crew grower can save the Podship in times of need.

SPECIAL: Spores that grow new crew members.

SHIP CHOICE: Chenjesu, Yehat, Ariloulaleelay.

5) VUX INTRUDER

WEAKNESSES: Slow turning rate, combined with weak laser cannon.

ADVANTAGES: The Limpets can really slow down the opponent allowing the Vux to come in when the enemy is defenceless and take him out.

SPECIAL: Limpets that clamp onto the enemy ship's hull decreasing the ship's manoeuvrability.

SHIP CHOICE: Chenjesu, Mmrmhmr, Earthling Cruiser.



3) SPATHI DISCRIMINATOR

WEAKNESSES: Very poor main weapon, and a slow fuel regeneration.

ADVANTAGES: Amazingly fast ship that can run circles around most others. Gives it time for its fuel to regenerate.

SPECIAL: Rear short range homing missile.

SHIP CHOICE: Chenjesu, Mmrmhmr, Syreen.



4) ANDROSYNTH GUARDIAN

WEAKNESSES: While in its normal state the Guardian is quite vulnerable, and its special weapon isn't that good.

ADVANTAGES: In meteor form the Guardian can get away from its

enemy very quickly.

SPECIAL: Ability to turn into meteor and ram opponent's ship, causing damage.

SHIP CHOICE: Chenjesu, Mmrmhmr, Earthling Cruiser.



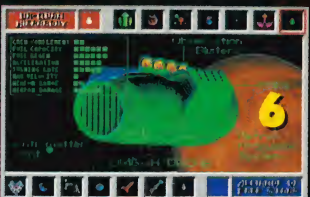
7) ILWRATH AVENGER

WEAKNESSES: Although very powerful, the Ilwrath's main weapon has a very short range.

ADVANTAGES: Powerful front weapon. If it hits its target they'll know about it.

SPECIAL: Cloaking device that renders the ship invisible, but does not protect it. It should keep you out of trouble for a little while.

SHIP CHOICE: Chenjesu, Yehat, Mmrmhmr and the Syreen.



6) UMGAN DRONE

WEAKNESSES: Very slow. But apart from that not much else.

ADVANTAGES: Equipped with a large ray that fires from the front of the vessel causing a lot of damage to the opponent and protects the ship from enemy fire. Very useful indeed.

SPECIAL: Reverse gear that can get the drone out of trouble, or behind the enemy very quickly. If you can get the ship behind the enemy you can fire at will at their rear and they will be helpless.

SHIP CHOICE: Chenjesu, Ariloulaleelay and the Syreen spacecraft.





2) CHENJESU BROODHOME

WEAKNESSES: Quite slow, but apart from that not a lot else.

ADVANTAGES: Excellent long range weapon that can knock out the toughest of ships.

SPECIAL: D.O.G.I. – a small sphere that steals

the opponent's fuel stopping him from being able to attack back. This should only be used as a last resort but it is guaranteed to annoy your opponent. Just hope that he hasn't got the same.

SHIP CHOICE: Dreadnaught, Spathi, Umgah.



4) SYREEN PENETRATOR

WEAKNESSES: Weak laser and slow fuel regeneration.

ADVANTAGES: The Syreen's special weapon allows you to damage the opponent's ship from quite a distance.

SPECIAL: High-pitched sounds that hypnotise the enemy crew and make them join your crew.

SHIP CHOICE: Dreadnaught, Mycon.

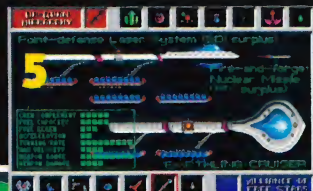
5) EARTHLING CRUISER

WEAKNESSES: Slow fuel regeneration that can leave the cruiser defenceless when in close combat.

ADVANTAGES: Particularly good weapon range, and fire and forget missiles.

SPECIAL: Laser cannons that shoot at any missiles or opponents that get close.

SHIP CHOICE: Spathi, Vux.



ALLIANCE

1) YEHAH TERMINATOR

WEAKNESSES: Unfortunately, the Yehat could do with a bit more fuel as the laser really soaks it up.

ADVANTAGES: Good rapid fire cannon that can cause a great deal of damage.

SPECIAL: High intensity shield that protects the ship from enemy fire for a short



while. This is extremely useful although its use is short lived. Any shots that are taken will be absorbed by the energy field of the shield.

SHIP CHOICE: Dreadnaught, Mycon, Umgah.

3) MMRNMHRM TRANSFORMER

WEAKNESSES: Due to the transformation, the Mmrmhmr doesn't really have any.

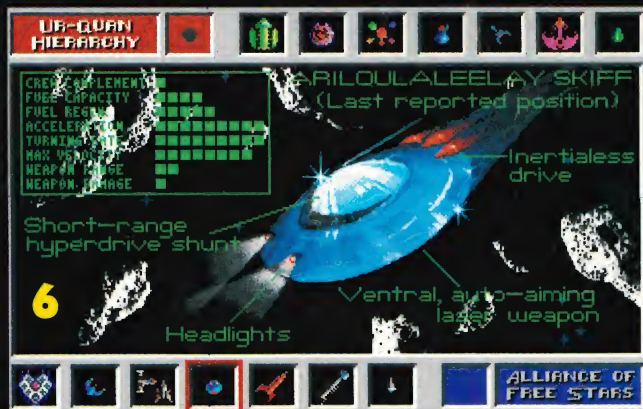
ADVANTAGES: The transformation makes the Mmrmhmr perfect for close and long range combat.

SPECIAL: Ability to transform into another



ship with different capabilities (check statistics on picture for details). Use this only when you have to.

SHIP CHOICE: Dreadnaught, Mycon, Vux and Drone are recommended.



6) ARILOULALEELAY SKIFF

WEAKNESSES: Small crew that means the Skiff must make the most of the teleporter.

ADVANTAGES: Auto-targeting laser that makes controlling the ship much better. Excellent manoeuvrability.

SPECIAL: Teleporter that can beam the ship randomly somewhere else in the battle area. It can prove a problem if it beams you next to the enemy ship.

SHIP CHOICE: Spathi, Ilwrath.

7) SHOFIXTI SCOUT

WEAKNESSES: Tremendous lack of crew, plus its special weapon isn't the best thing since sliced bread.

ADVANTAGES: Good manoeuvrability which is extremely important for out manoeuvring enemy ships and their missiles or any other weapon they care to fire.

SPECIAL: Glory device. Basically the ship blows up doing damage to the enemy and destroying itself. Use this as a last resort but if there's no way you can win then try out this kamikaze technique. You won't be disappointed.

SHIP CHOICE: Dreadnaught, Mycon.



PRO



Ubisoft have come up with a real corker of a tennis game in the shape of Pro Tennis Tour 2. Although the controls are simple to use they are a little difficult to implement and become accustomed to. For this GTGA we will be showing you a few moves that will help you to beat your friends and hopefully the tough computer opponents.

The practice court and ball launcher offer a

reasonable variety of shots to play against. Unfortunately, the launcher does not move so it really doesn't give a fair representation of a one-on-one contest. The only way you are going to get that kind of experience is in a real match.

There are several different combinations of shot available but you will need to be pretty damn skilful to implement them all in a match.

EAT YOUR HEART OUT MARTINA



FRAME 1:

It is your service. Serving into the middle of the opponent's half of the court is not really recommended. He will already be in position to return it and set himself up for another shot. As soon as you press the fire button to serve drag the circle to the far left or right of the opponent's half. He will run wide to return the acutely angled serve. Release the fire button and the ball will shoot into his half at a very steep angle and just over the net. This does take some practice to perfect.

FRAME 2:

Once the serve is launched the opponent will run wide to return it. This is his big mistake! Invariably he will return the ball at an even steeper angle than your serve although he may serve straight to you but the wide-angle shot is more common. The ball will cross the net and land in your service half just by the net. All you need do is anticipate the return shot and run to meet it. From there you can hit the ball into his half on the opposite side that you served to him.

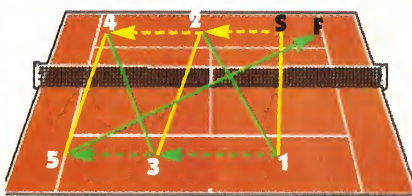
FRAME 3:

If you manage to get to the ball you can smash it down into your opponent's half. He will be too far away to cover the distance and return your shot. Make sure you don't force the ball out of the court as this is easily done. All you need to do is press the fire button without pushing the stick. The ball will be returned safely and quickly. This manoeuvre can be performed on both sides of the court although it does take time to perfect. The computer opponent nearly always lays the shot up for you.

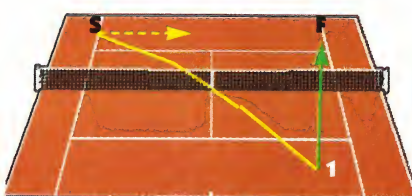
FRAME 4:

As mentioned before, the computer will not always play the acutely-angled return for you. Sometimes it will return the ball into the opposite half from which you served. If you can make up the distance you should be able to return an angled shot that may be too difficult for your opponent to return. It is not worth trying to fool the opponent when you serve as he can judge your direction well. Fooling human opponents is easy and hitting acutely angled shots normally confuses them.

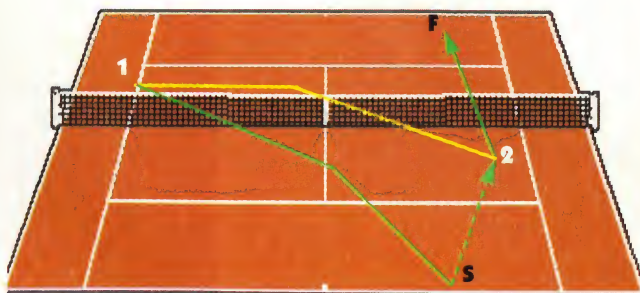
THE TWIST BACK



OPPOSITE SIDES



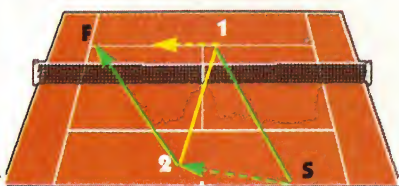
THE CUTTING SERVE



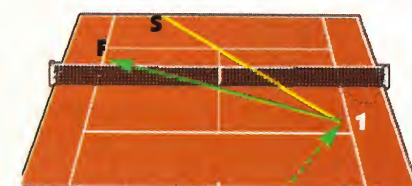
KEY

- S Start
- F Finish
- 1 Sequence
- Your Shot
- ← Your Move
- Opponent Shot
- Opponent Move
- ← End Shot

THE DOUBLE UP



THE ACUTE RETURN



MAKING IT COUNT

The combinations of joystick moves and fire button are very important. Just pressing the fire button will shoot the ball to the centre of the court. Pressing left and the fire button will shoot the ball across the left of the court at a very acute angle. The same is true with the right. The less contact of the racket with the ball the harder the angle that it will be returned.



2

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Following on from last month's GTGA we can now present you with the next two stages, The Toy Room and Music and Melody.

Make sure that you get the level completed before Turbo appears to hurry you along.

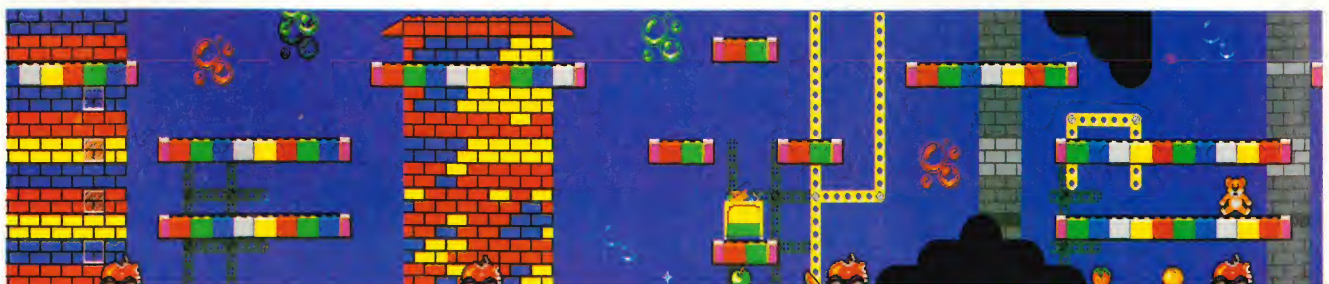
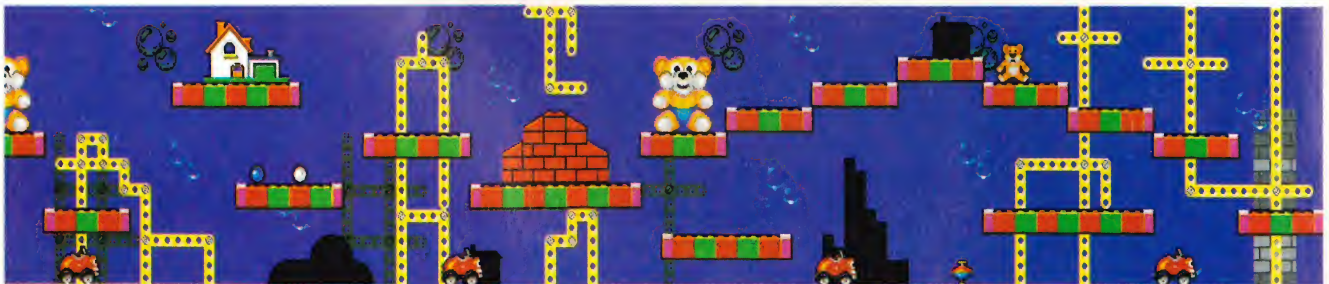
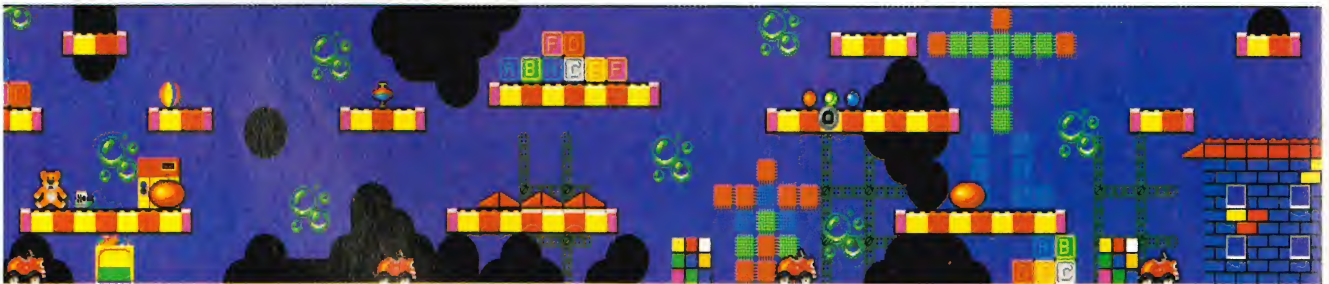
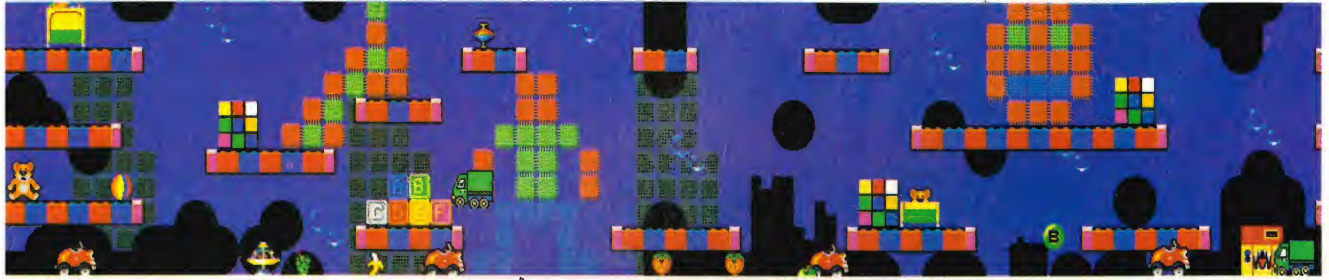
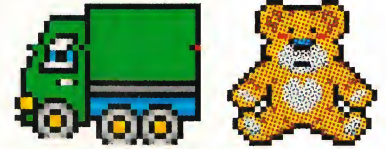
In case you do run into trouble I recommend that you complete the highest of the platforms first and then work your way down, because when you jump between the top platforms you

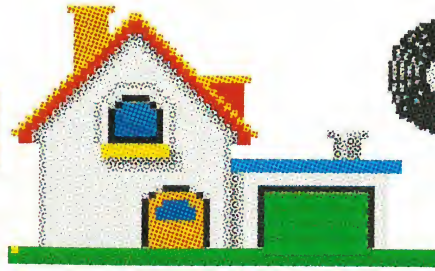
can disappear off the top of the screen for a few seconds. During these painful moments Turbo can strike unseen. When in the middle of the screen at least you get a short warning.

Next month we will finish off this series with the final two levels where there are some strange goings on and you will get to meet the Evil Borgus Grim. If you can't hold on that long, take a look at the hint on the small tips page.

WORLD FIVE: The Toy Room

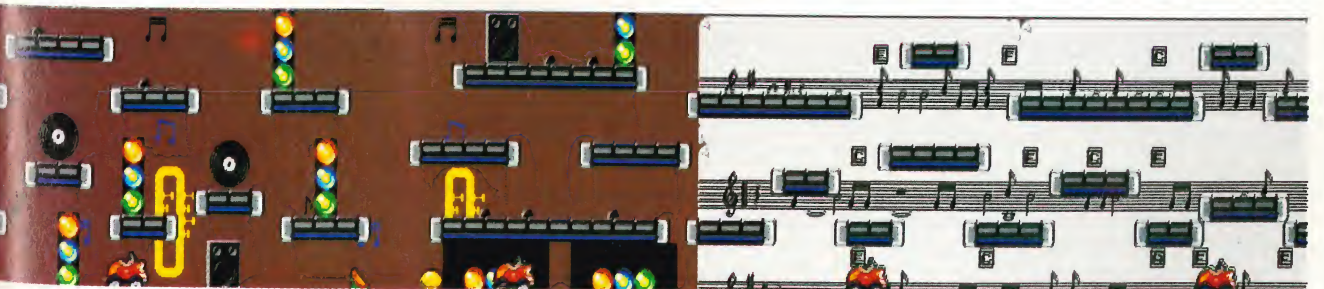
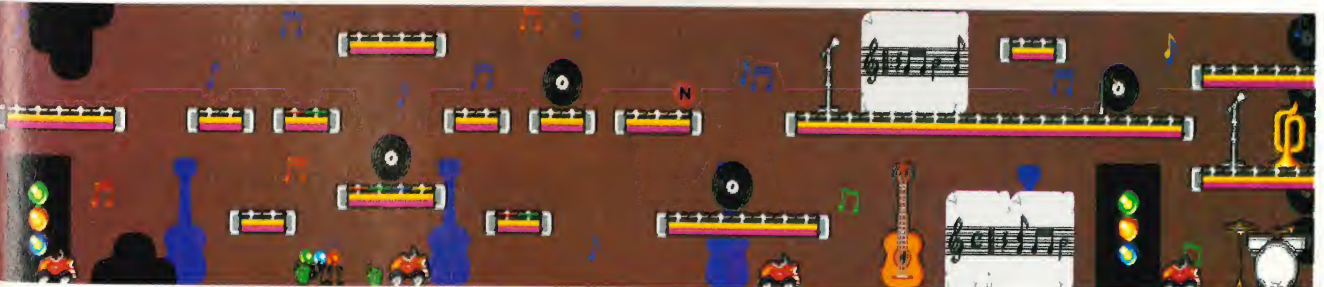
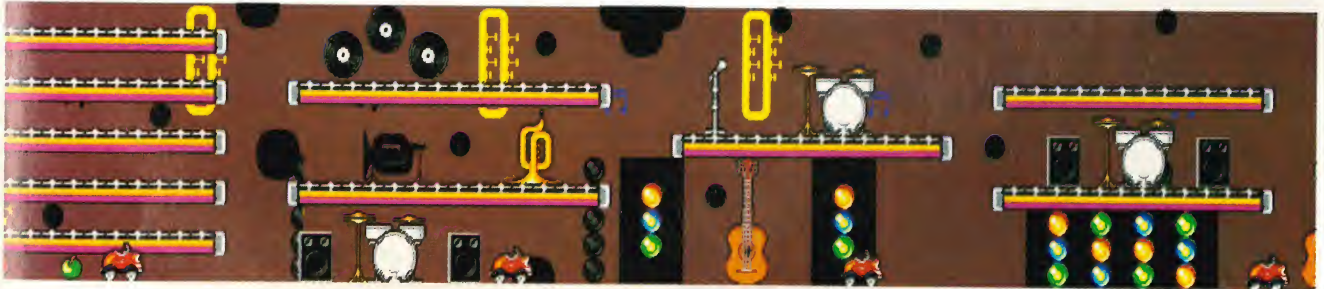
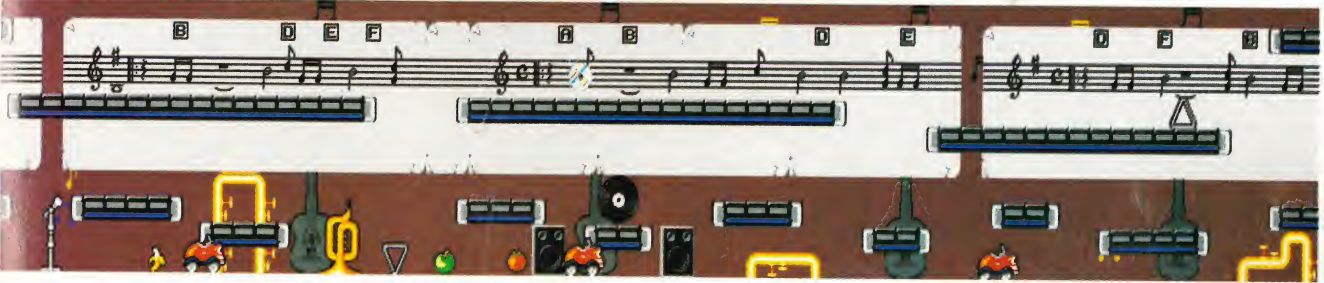
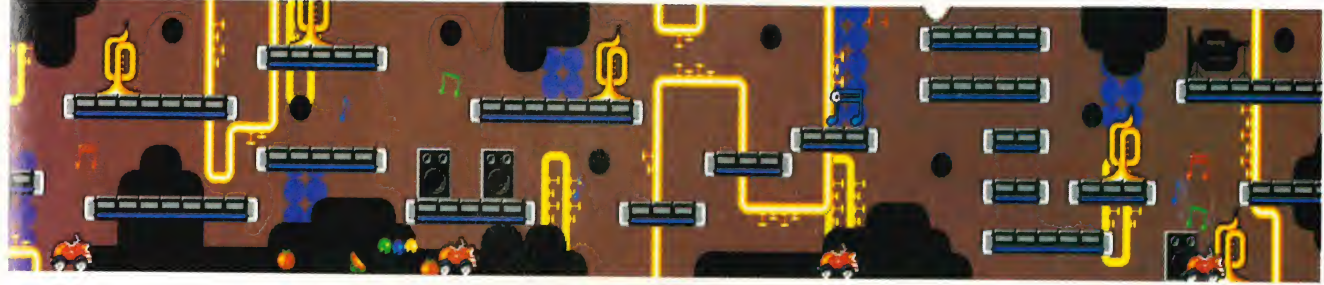
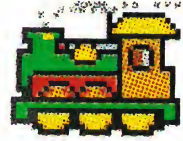
Some of the platforms are difficult to reach so you will have to plan the way you clear them. Look-out for the character who bounces around on a spring. He homes in on your position so don't stay in the same area, remember that he can only change direction at the end of a platform.





WORLD SIX: Music and Melody

Like the previous level many of the platforms may take you several attempts to jump to. Keep your peepers open for the three coloured circles that run around the screen on little legs. Your best tactic is to move straight at them and time your leaps.



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DIARY of a game

Welcome to Amiga Action's first look at a diary of a game. Peter Turcan is renowned for his Battlescape war games and is now working on his fourth venture in the series, entitled *Dreadnoughts*. We start a sort series of articles which takes a look behind the scenes to see just exactly what goes into the making of such a large project.

Tuesday 1st January:

What battle combines a visual spectacle, interesting history, broad appeal, is very different from land battles such as Borodino and Gettysburg, and can be programmed in six months? Hum, not many, I fear.

I have just finished reading *Dreadnoughts* by David Howarth, a well written story of First World War battleships. The climax is the Battle of Jutland, a huge punch-up between a British fleet of 150 ships and a German force of 99. Possibly too big for many players, but there are smaller battles such as Coronel (9 ships) and the Falklands (1915 not 1982 with only 15 ships).

Friday 4th January:

Visit Foyles' bookshop in central London looking for a reference work on early battleships. Most books seem to concentrate on battleships and battlecruisers, but what about all the smaller ships - cruisers and destroyers? Conway's *All The World Fighting Ships 1906-1921* looks promising - detailed and consistent for all types of ship.

Saturday 5th January:

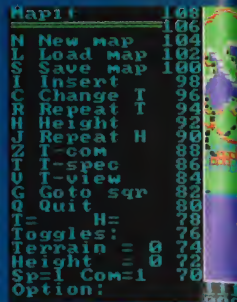
Conway's book is excellent! I become so interested that I rush out and buy two other volumes in this series: 1860-1905 and 1922-1946.

I ring Atari and suggest *Dreadnoughts* as the scenario for the fourth Battlescape program. I also suggest it would be possible to allow users to create their own battles (or research their own) and feed them into the simulator.

Atari seem keen so the decision is made. *Dreadnoughts* it is.



Peter Turcan produced all the Battlescape games as a set so they can all be developed on the same creation utilities. This makes them extremely flexible and manageable.



The battle area is built up of a contain instructions as to what these and interprets them into

Dreadnoughts

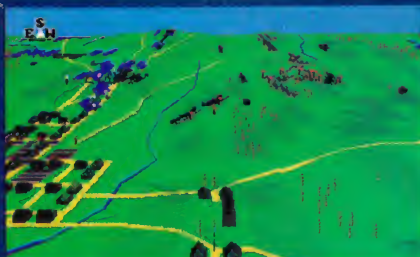
Saturday 12th January:

The only boxed game I can find on surface warfare is one called *Dreadnoughts* from SPI, now out of production but available from a company called Second Chance Games. I play it through several times and in the end I can see why it went out of production.

It has some good ideas but the authors do not seem that interested in ships and have 'averaged' everything to the point that combat is a dice-throwing monotony. One rule I really like though is the one that governs the movement of torpedoes, tracking them simultaneously with the movement of the ships.

I also buy in five sets of tabletop rules for surface warfare. Each has its own merits but the key fault is the lack of detail held on any particular ship. I decide that there is no definitive set of rules for surface warfare and start writing my own based on the best ideas from those rules that I have.

I believe that one of the key features of a seafaring game must be to capture some atmosphere of what it would be like as a captain of one of those fabulous vessels and that obviously means accurate details of the ships and careful calculation of how much damage is inflicted, to what and when.



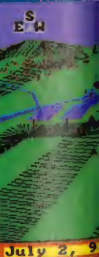
Gettysburg is the latest offering from Peter Turcan and recreates one of the most horrific battles that led to the American Civil War in which thousands of men met their deaths.



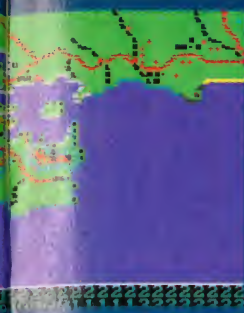
In the Battlescapes games, commands are entered in a window at the bottom of the screen. The player takes on the role of one of the generals who participated in the battle.



Any commands entered are taken by the game and executed efficiently. Sometimes the games can take up to several days to complete although there are options for shorter battles.



You can also fire. This illustrates the Battlescape ingredient for



series of segments which
s in them. The computer reads
graphic displays.



You may recognise this location as it was used in the Armada game. This makes life a lot easier as it needs only to be edited slightly for use in Dreadnoughts.

Dreadnoughts

Peter Turcan

Friday 1st February:

I have completed a database on all the British and German ships of the First World War. It contains all the static data such as length, max speed, guns, gun calibre, torpedo tubes and all that. Also, I have established a graphics definition code that will enable a 3D drawing program to recreate them accurately, and this will also enable users to design their own ships.

The graphics code involves dividing up the ship into 40 foot lengths and then entering a text code for what is in that particular length. For example:

GFTD2 stands for *Gun Facing Turret sitting on the Deck with 2 barrels.*

BBT stands for *Battleship Bridge with a Tripod mast.*

FNTR stands for *Funnel, Narrow and Tall, Raised up on some superstructure.*

Combining these codes with a ship's length should enable a pretty accurate and sexy 3D model to be drawn.



use the option to make the cannons
as the depth of realism included in
games. Realism is the major
games.



If you fancy some light relief you can even instruct the computer to play itself. This provides excellent entertainment although it does take a fair while to make its action decisions.

Monday 4th February:

Three current research problems: The capabilities of British naval guns, the armour penetration of any shell at any range and the acceleration and deceleration rates of ships.

I visit the Maritime Museum in Greenwich and solve the first problem – a long series of articles on naval guns appeared in the early issues of the magazine *Warship*. The second problem might be a matter of guesswork and nobody seems to know the answer to the third.

Friday 15th February:

In order for the punters to design their own games, they will almost certainly want to add land – coastline, docks, islands and so on. Therefore, I decide to update my terrain editor program called Mapit to a robust enough level for anybody to use.

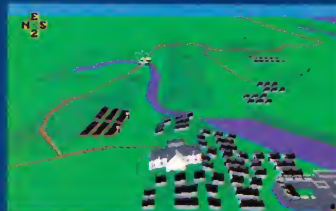
Mapit works by allowing the user to define an area of squares, with each representing half a nautical mile square, and then enter a numerical code for the type of land found there. The screens in this article are produced by Mapit, and show some of the terrain in the Channel originally used in the Armada program.



Probably the best of Peter Turcan's Battlescape games is Armada. This was his first jaunt into a navy battle and the result was excellent in both historical background and presentation.



The Battlescapes games take a fair time to create due to the complexities of true military history. Everything has to be considered to make the simulation fault free and as realistic as possible.



Every detail has to be included if the simulation is to be realistic. The battle sequences have improved with each new release and Dreadnoughts improves on this even more.



As well as the actual battle scenes, the surrounding area also has to be drawn in using a special editor program. Most wargames do not even attempt this amount of depth of realism.

Saturday 16th February:

Research yields the silliest piece of info to date. Apparently there was a large Royal Navy department devoted to supplying battleships with cutlasses throughout the entire war. What would a captain of a ship, engaging an enemy at 10 miles or so, want with a bloody cutlass?

Next month Peter continues his research and starts to design the battleships which took part in this memorable conflict.

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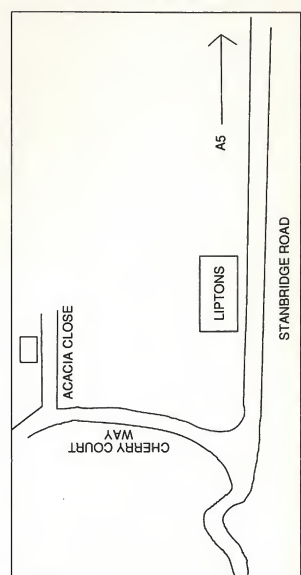
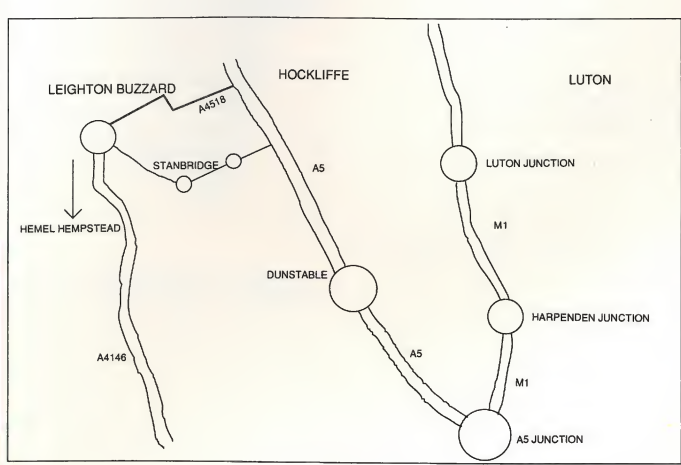
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Maps showing direct routes from the motorway and A5

UTILITIES UTILISED, A

Welcome once again to Amiga Action's hardware pages where we give you the lowdown on what's hot for the Amiga at the moment. This month's selection of goodies have been supplied by Gordon Harwood who advertise in our pages. Many thanks to them for all their help. All the items on these pages can be purchased from Gordon Harwood who can be contacted on 0773 836781. We have also included a map of their whereabouts in case you would like to visit them and look at their large stock. With the Amiga Action surveys already collated, we have discovered that there is great demand for none-games articles and what with the new look Amiga Action we have decided to write a utilities and hardware section that will be a regular feature of the mag. We have devoted two pages to this subject and will keep you up to date on the latest developments.

A) AMIGA HARDWARE MANUAL — ADDISON WESLEY

Although the Amiga is primarily used only for games, there are some who prefer to dabble in the machine's language and produce their own software. The Amiga Hardware Reference Manual is an invaluable aid for those who wish to understand the internal operations of their Amiga as well as software development.

The book touches subjects such as sprites, data, collision detection and features in-depth articles on the internal chips themselves. It has been written with the beginner in mind and is therefore an excellent reference manual for those just starting to learn the Amiga's hidden secrets. The price is £21.95.

B) PEN PAL — SOFTWOOD INCORPORATED

The Amiga is definitely holding the top spot with word processing and Pen Pal is the latest offering in this market. It features a powerful image display facility, forms manager and database. The potential is incredible and it is easy to produce full colour documents that look very professional indeed.

Pen Pal can import any IFF picture as well as HAM format. Obviously, if you have a powerful enough printer you can produce documents and pictures using up to 4,096 colours. If you are after a compact and multi-featured word processor, Pen Pal is definitely the one for you and will set you back £99.95.

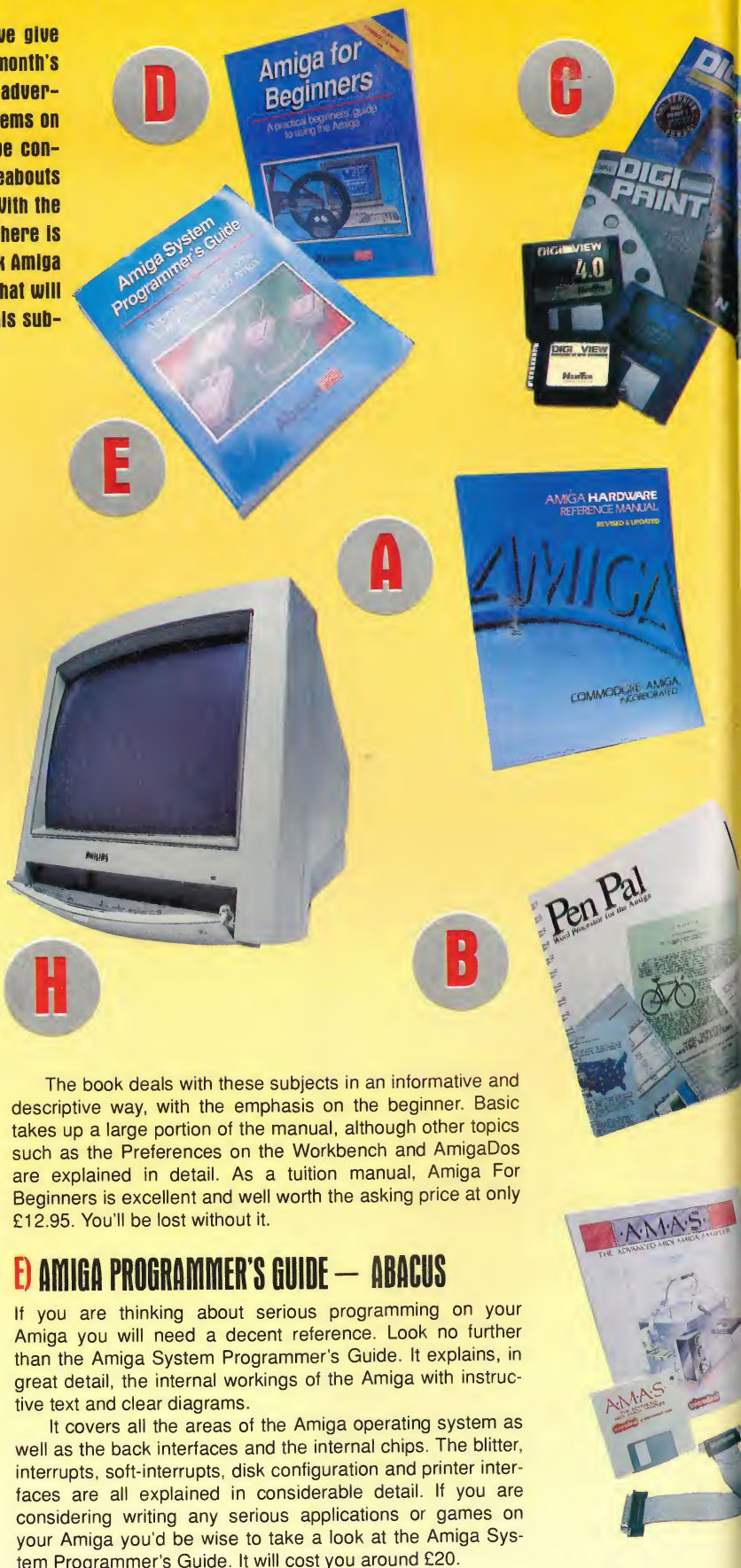
C) DIGI-VIEW GOLD — NEWTEK INCORPORATED

Digi-View Gold is an extremely powerful video digitiser. It is so simple to use that you'll think you are doing something wrong. To grab a picture all you need do is point your video camera at an object and you've got instant computer graphics. The pictures can then be loaded up into an art package and edited to your heart's desire.

Any pictures that are snapped are converted into an IFF file and the brightness and contrast can be edited. It is also possible to snap logos and text which can then be used within page documents. Digi-View Gold is probably the best digitiser around on the Amiga and is available for £99.95.

D) AMIGA FOR BEGINNERS — ABACUS

Now we all know just how bad the Amiga reference manuals are that actually come with the machine. They are badly written and very difficult to understand. Fortunately, Abacus have released Amiga For Beginners which offers a step by step guide to Amiga Basic and Workbench, both 1.3 and 2.0.



The book deals with these subjects in an informative and descriptive way, with the emphasis on the beginner. Basic takes up a large portion of the manual, although other topics such as the Preferences on the Workbench and AmigaDos are explained in detail. As a tuition manual, Amiga For Beginners is excellent and well worth the asking price at only £12.95. You'll be lost without it.

E) AMIGA PROGRAMMER'S GUIDE — ABACUS

If you are thinking about serious programming on your Amiga you will need a decent reference. Look no further than the Amiga System Programmer's Guide. It explains, in great detail, the internal workings of the Amiga with instructive text and clear diagrams.

It covers all the areas of the Amiga operating system as well as the back interfaces and the internal chips. The blitter, interrupts, soft-interrupts, disk configuration and printer interfaces are all explained in considerable detail. If you are considering writing any serious applications or games on your Amiga you'd be wise to take a look at the Amiga System Programmer's Guide. It will cost you around £20.

APPLICATIONS APPLIED



I) PRO-RAM — GORDON HARWOOD

Over the past couple of months we have shown several memory expansions but they keep getting better and better. Pro-Ram is the latest expansion offering from Gordon Harwood and is extremely durable and compact. It features an on/off switch which saves unplugging the expansion if it is not needed.

The unit is easy to install and requires no soldering or wiring. The Pro-Ram is available in half or one Meg although the half should satisfy most users who only have 512k available to them.

If you still don't have a memory expansion you should buy one immediately as it is essential add-on and very cheap at only £32.95.

There are quite a few software products out there that insist on 1Meg as standard. Most 512k users can use these applications but they are severely restricted in the kind of complexity that they can get away with. If it's music or art you're into, or just games, an extra half meg is essential.

H) CM8833/II COLOUR MONITOR — PHILIPS

As monitors go they are all fairly similar. Philips are definitely leading the market in design and the CM8833/II sports a new feature: The screen is angled upwards. There is, therefore, no need for angle-legs which tend to snap after a while, although they are included if you prefer them.

It is also easier to clean, unlike Commodore's 1084S which gets extremely dirty very quickly and is a real bugger to clean.

The monitor can be used as a TV with VCR or Tuner and also includes RGB/AL, TTL, Comp. video and stereo audio inputs. There is also an earphone jack socket if you wish to listen to the sound in private. Gordon Harwood also provide a 12 month on-site service warranty. All this for only £249.

I) SWIFT 9 COLOUR PRINTER — CITIZEN

The last two items in this month's hardware section are two of the newest printers around at the moment. The Citizen Swift 9 is a full colour high spec 9-pin model. It is capable of outputting 160 characters per second in draft and 40 in NLQ (Near Letter Quality).

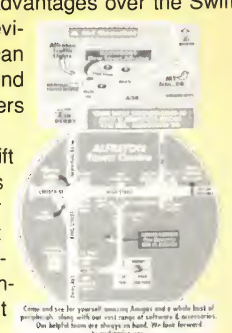
The quality is excellent and is the printer is extremely powerful when used with a decent word processor and image renderer and will produce documents of a very high standard.

It holds an 8K buffer and four fonts and features push and pull tractor, feed for labels, 240 x 240 dpi colour graphics and a two year warranty. The Swift 9 costs £229.95.

J) SWIFT 24 COLOUR PRINTER — CITIZEN

With the 24-pin colour printer, the advantages over the Swift 9- in are numerous. As with the previous Citizen printer, the Swift 24 can print up to 160 characters per second in draft but is capable of 50 characters per second in NLQ.

Most of the features of the Swift 9 are included but the Swift 24 is capable of 360 x 360 dpi colour graphics. The Swift 24 is excellent for DTP and will produce outstanding results. Although fairly expensive, £319.95, it is worth its weight in gold if you want high quality.



F) A.M.A.S — MICRODEAL

Although the ST was originally the only machine capable of running decent Midi software, the Amiga has now taken over and is still going from strength to strength. A.M.A.S is the latest offering in Microdeal's sound series and is definitely the most advanced so far.

It is a full-feature 8-bit stereo audio digitiser complete with a full implementation Midi interface. Everything plugs neatly into a very compact interface module which keeps the system clear of wires and leads. Samples can be saved and loaded in Raw or IFF data formats with sampling rates of up to 28Khz. Only for the serious musician, A.M.A.S is the best Midi sampler for the Amiga and costs £74.95. It does take a fair amount of patience and we would advise that only those with musical knowledge take a gander at it.





TECH → SPEC

In last month's jaunt into the Amiga's Shell interface we talked about exactly what its function is and how it can be implemented. We also learnt our first command which was ENDCLI which closes the Shell window. This month we'll take a look at the Workbench's startup sequence.



When you insert your Workbench disk into the drive it loads up a series of commands

much like a Basic program. These commands dictate the loading of the Workbench as well as setting certain parameters before you are finally faced with your Workbench environment.

The startup-sequence is hidden within the S directory on the disk. S stands for startup. It is obvious now that if we can get to the startup-sequence we can edit it to personalise our Workbench disk.



Once the Workbench has loaded open it up and double click on the Shell icon. Once CLI has loaded type in the following command that is shown on the screen picture: cd df0:

First of all you will need to load up your Workbench. Once it has loaded open up the Shell or CLI program as explained in the previous article. Type in: **CD DF0:** and press Return.

CD stands for Change Directory and allows you to change control between certain directories within the disks. You now have the Workbench disk under your control. By typing in: **CD S:** you will be able to

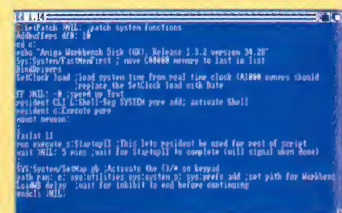
view the contents of the S directory. LIST is the command you will need to read the contents of S.

You will notice that the startup-sequence is contained within the S directory. This is as far into the disk we need go. We can now edit the startup-sequence by entering: **ED startup-sequence.** All filenames should be typed in exactly as they are written on the disk (there is a hyphen between startup and

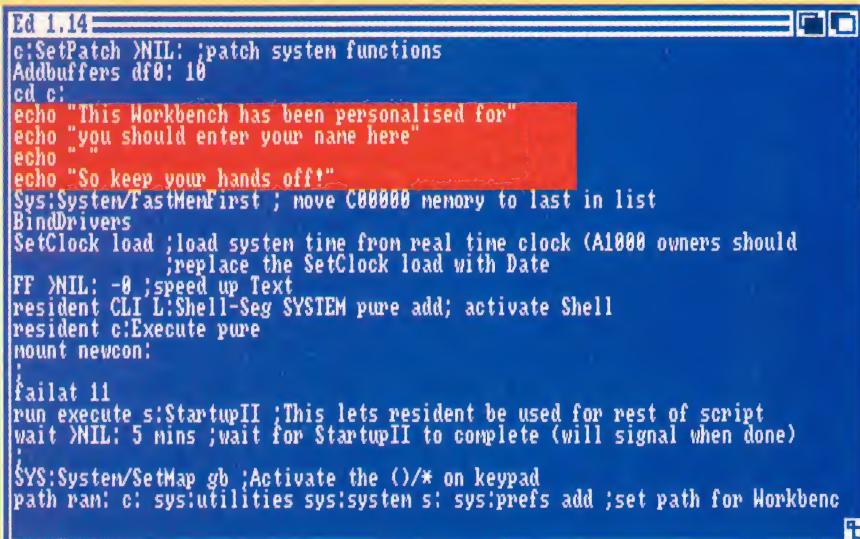
The startup-sequence is hidden within the S directory of the Workbench disk. Change the directory to S and then type in: ED startup-sequence. The editor will then load up.



This will not make any sense to you unless you are familiar with the startup-sequence. It basically loads the Workbench environment but there are a few tricks you can try.



sequence). Shell will now run the editor program and you will be presented with the commands of the startup-sequence. Confusing, isn't it?



(Above) Once you have edited the startup-sequence press ESC and type X and then Return. Reboot your Amiga and watch and wonder. The more ECHO statements you include in the startup the longer it will take to load.

(Left) The amendments to the startup-sequence have been indicated within the red box. ECHO is basically a PRINT statement so feel free to type in anything you want to. No rude words though!

We won't actually explain what everything does this month but we should be able to personalise the Workbench with no problems. Count to the fourth line down from the top, the first ECHO statement. Delete the text within the speech marks and in its place enter:

This Amiga Workbench has been personalised for

and then press Return. Type in: ECHO " " and hit Return again. Next type in the following: ECHO "(your name) so keep your hands off!"

and then press Return. Press the ESC key and an asterisk will appear in the bottom of the editing screen. Type in: X after the asterisk and press Return once again. The X saves your startup-sequence to the disk. If you are unsure of your additions you can press Q instead of X and this will exit without saving the changes. Pressing X exits the Shell or CLI window and if you do not want to exit the interface you should type in SA instead. This will save your amendments to the disk but remain in the Shell window.

Now reboot your Amiga and behold! Your own personal Workbench is about to load.

The Workbench will load up with your inserted messages. There are other areas of the Workbench startup-sequence that can be edited. You will notice that the startup takes a fairly long time to load. This time can be severely cut down but it requires a little patience. There are a great deal of commands that are not really necessary.

You will notice that when the editor loads up there are a lot of

remarks after some of the statements. These are not required and are there only for your convenience. The remarks take up disk memory and so they can be deleted. Only delete up to the semi-colon mark otherwise you may delete something that is needed by the machine.

Next month we will describe the startup-sequence in depth and really go to town on it so that we can make it faster to load and more personal than you ever imagined. See ya!

CITIZEN

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Silica presents some great offers on the award winning range of high quality dot matrix printers from Citizen. Each Citizen printer is built in the UK to exacting standards, ensuring superb reliability and a very high quality of output. Our confidence in the quality of Citizen printers is such that we are pleased to offer a unique two year guarantee with every printer. Plus, if you purchase your Citizen printer from us, we will give you a Silica Printer Starter Kit (worth £29.95), FREE OF CHARGE!

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144 CPS DRAFT 9 PIN



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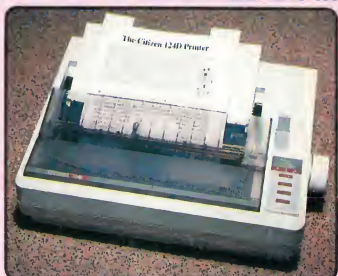
SAVING: £110.45

SILICA PRICE: £148.35

£129

+VAT = £148.35

144 CPS DRAFT 24 PIN



CITIZEN 124D

The award winning Citizen 124D brings high quality 24-pin dot matrix printing within every computer users reach. It is the ideal choice where high quality printing is required at a budget price.

- 24-pin Impact Printer
- Print Speed 144cps Draft
- 2 LQ Fonts (48cps)
- 8K Buffer
- Epson, IBM & NEC P6+ Emulation
- Advanced Paper Parking
- Superior Graphics - 360x360dpi
- FREE Starter Kit

RRP £320.85

STARTER KIT £29.95

TOTAL RRP: £350.80

SAVING: £144.95

SILICA PRICE: £205.85

£179

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192 CPS DRAFT 9 PIN



SWIFT 9 - COLOUR!

The Citizen Swift 9 is perfect for those who require high quality dot matrix black or colour printing at a budget price. The print quality of Swift 9 rivals that of other manufacturer's 24-pin models.

- 9-pin Impact Printer
- Print Speed 192cps Draft
- 3 NLQ Fonts (48cps)
- 8K Buffer
- Epson & IBM Graphics Emulation
- Advanced Paper Parking
- FREE Starter Kit
- FREE Colour Kit

FREE! COLOUR KIT

RRP £309.35

STARTER KIT £29.95

COLOUR KIT £39.95

TOTAL RRP: £379.25

SAVING: £161.90

SILICA PRICE: £217.35

£189

+VAT = £217.35

192 CPS DRAFT 24 PIN



SWIFT 24 - COLOUR!

The Citizen Swift 24 is one of Europe's best selling printers and has won awards including Printer Of The Year 1990. Its rapid print speed, quality and black or colour options, make it a natural choice.

- 24-pin Impact Printer
- Print Speed 192cps Draft
- 4 NLQ Fonts (64cps)
- 8K Buffer
- Epson, IBM & NEC P6+ Emulation
- Advanced Paper Parking
- FREE Starter Kit
- FREE Colour Kit

FREE! COLOUR KIT

RRP £419.75

STARTER KIT £29.95

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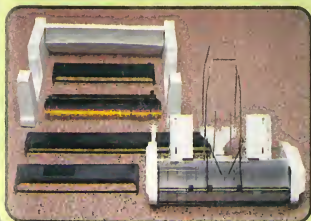
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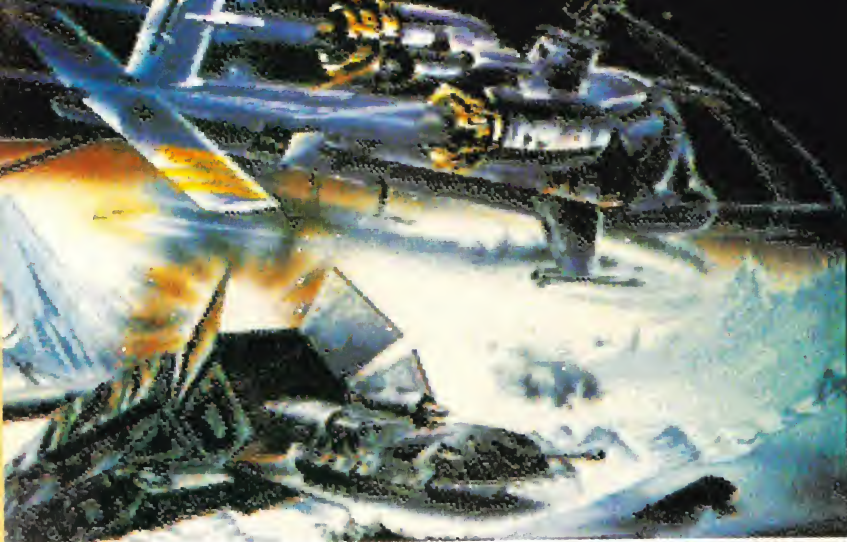
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COCKPITS



Both land and aircraft vehicles have cockpits that demonstrate the differences between the two styles of vehicle. However, both follow a similar layout to enable you to easily control both.



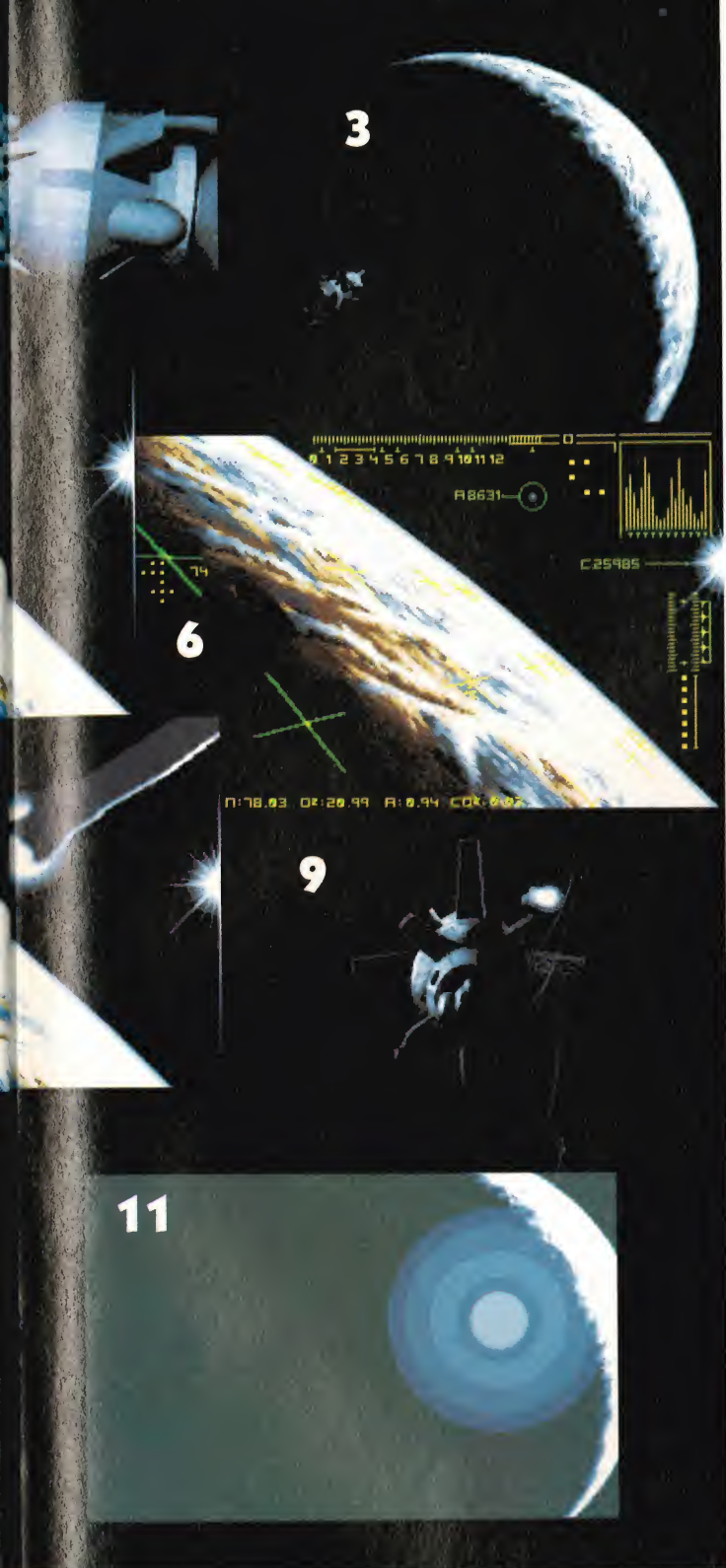
Fighter aircraft are ideal for quick strike missions. They can be loaded with multiple payloads and due to their speed can penetrate deep into enemy territory before being intercepted.



During a particularly fierce dogfight with an enemy fighter you lost control and went into a flat spin. After a few painful moments of terror your fighter impacted on the ground and was torn apart.



Armour Geddon



ARCADE STRATEGY



Things are not looking good. In orbit around Earth is a powerful laser satellite. With just one command it

can vapourise an entire city. This deadly weapon is controlled by a group named the Sheltered Ones. By using their money and influence they have managed to distance themselves from the rest of the human race and now intend to take control of the entire planet by using force and terror.

Only one thing can save humanity from this terrible fate. As a relic from mankind's past there are five parts of an ancient Neutron Bomb scattered around. If these pieces could be assembled the bomb could be used to destroy the power-lines that feed the control systems for the hellish satellite. Without these it would be crippled, just left to drift in space.

around the command centre in which you are now standing. In front of you intelligence reports from all your spy satellites and scout vehicles are displayed. To the north your attack on an enemy airbase is about to start but closer to home the situation looks far grimmer. Having noted the departure of a large number of vehicles from your base the enemy has mounted a lightning strike while you have little defence.

A helicopter that waited on the runway is now little more than burning, twisted metal parts. This is causing problems for the fighters which no longer have enough room to get airborne safely. While mechanics work furiously to prepare craft to defend the base engineers and scientists desperately try to replace the missiles and weapons which are now in short supply.

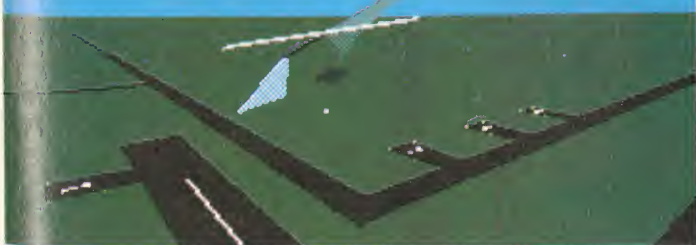
Development of more powerful ordnance has been stopped to channel all resources into the production of the much needed basic supplies.

Command HQ: 0915 hours
Thankfully you feel remote and safe from the battle that rages all

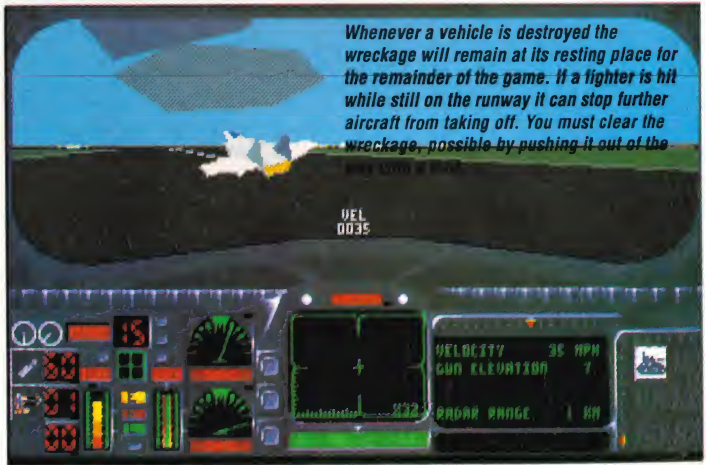
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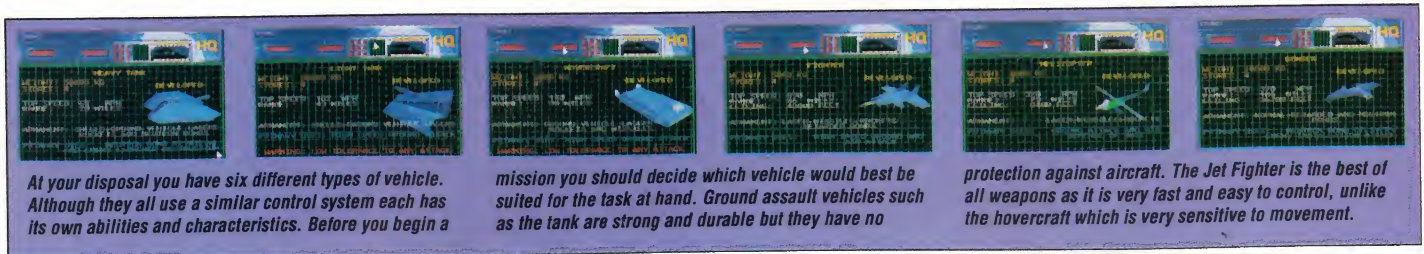


The helicopter is very useful for supporting your ground vehicles. It can intercept enemy units before they have the opportunity to fire on your own tanks and provide vital information on the enemies' positions.



Whenever a vehicle is destroyed the wreckage will remain at its resting place for the remainder of the game. If a fighter is hit while still on the runway it can stop further aircraft from taking off. You must clear the wreckage, possibly by pushing it out of the





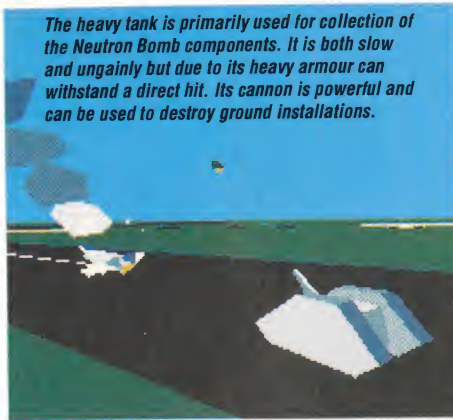
At your disposal you have six different types of vehicle. Although they all use a similar control system each has its own abilities and characteristics. Before you begin a

mission you should decide which vehicle would best be suited for the task at hand. Ground assault vehicles such as the tank are strong and durable but they have no

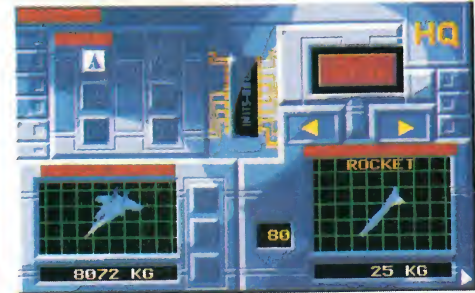
protection against aircraft. The Jet Fighter is the best of all weapons as it is very fast and easy to control, unlike the hovercraft which is very sensitive to movement.



From the research and development screen you can engage your scientist to work on undeveloped devices, then if you have the resources your engineers can construct them. You can also replenish your missile and rocket supplies using this method.



The heavy tank is primarily used for collection of the Neutron Bomb components. It is both slow and ungainly but due to its heavy armour can withstand a direct hit. Its cannon is powerful and can be used to destroy ground installations.



Before sending vehicles out on combat missions you must first decide with which weapons to equip them. Certain vehicles cannot carry certain items, for example a fighter cannot use free fall bombs. The weapons are in limited supply so make sure you load up with the correct ones.

1,000 meters above Command Headquarters: 0920 hours

A fighter pilot wrestles with the controls of his plane as he tries to bring his weapons to bare on his opponent in a deadly dog fight. For a brief second the computer controlled guidance systems lock-on to a target and a missile is launched. A fireball engulfs the enemy aircraft and it starts a long fall to the ground. The pilot then hunts for another target in a bid to save his base from destruction.

The outskirts of enemy airbase Echo: 0930 hours

Hours before a hovercraft patrol had scouted the battle field for enemy movements and now from his vantage point the pilot of a ground attack helicopter scans the horizon for his designated targets. His orders were to clear a path for the advancing tanks and then fall back to support them.

Suddenly the heads-up-display flashes as a target is pickled. A

fraction later the ground is torn apart by multiple warhead rockets. Another successful kill.

3,000 meters above airbase Echo: 0930 hours

The pilot of the bomber will not find out the results of his actions until he returns to base and looks at the intelligence reports. The bomblets that he released now fall towards the ground. If luck is on his side, in a few minutes the runways and hangar bays of Echo Base will be reduced to torn and shattered concrete.

Echo Base: 0945 hours

The tank rocks violently from the recoil of firing its large calibre gun and just ahead the wall of the enemy command centre caves in. Using the confusion as cover light tanks break through the breach and take control of the large building. Within moments they find their prize, the first component of the Neutron Bomb.

Command Headquarters: 0950 hours

After studying the updated intelligence reports you breathe a sigh of relief. The attack force has been successful in its attempt to capture the Neutron Bomb part. Now they are returning to the base unaware of the battle that rages around it.

Overhead a high explosive cluster bomb detonates and the command centre trembles from the resulting blast.

Will the homecoming heroes have any base at all to return to after it is all over?



A C T I O N I N F O

ARMOUR - GEDDON
PSYGNOSIS £24.99
TEAM: P. HUNTER & E. SCIO

LEAGUE RATING

1 ELITE

2 ARMOUR - GEDDON

3 MIDWINTER

ARCADE STRATEGY

There have been plenty of strategy games that require you to drive around and collect items to defeat the enemy. Unfortunately these efforts have become repetitive in terms of gameplay. Armour-Geddon does not fall in to this trap. You have so many tactics and strategies to experiment with that you will be occupied for days. The range of vehicles and the two player option put all the other games of this genre to shame. Psygnosis have proved once again that they are one of the leading software producers.



- 1) **ENGINE STATUS:** Indicates that engine is hit or stalls.
- 2) **FUEL:** For long flights extra fuel tanks can be fitted to the plane to increase its range.
- 3) **WEAPONS:** Show which weapons are loaded and the current armament selected.
- 4) **FLARES:** When an enemy missile locks onto you a flare may fool its guidance systems.
- 5) **WAYPOINT:** Shows the direction to the next preset waypoint, in this case right and down.
- 6) **ALTITUDE:** Shows your altitude in feet.
- 7) **MISSILE LOCK:** Shows which target the missile guidance systems are currently locked on to.
- 8) **VELOCITY:** Your current air speed in miles per hour.
- 9) **CURRENT WEAPON:** As well as on the weapons readout the weapon selected at the moment is displayed here.
- 10) **VEHICLE ROSTER:** If you want to quickly switch control between vehicles you can click here.
- 11) **INFORMATION PANEL:** Data from the HUD is shown here.
- 12) **RADAR:** Indicates any approaching craft.
- 13) **COMPASS:** Keeps you on course for your next target.
- 14) **SHIELD:** The higher you have your shield set the more fuel you use but the more hits you can survive.
- 15) **THROTTLE:** Setting your throttle to maximum will greatly reduce your aircraft's range.

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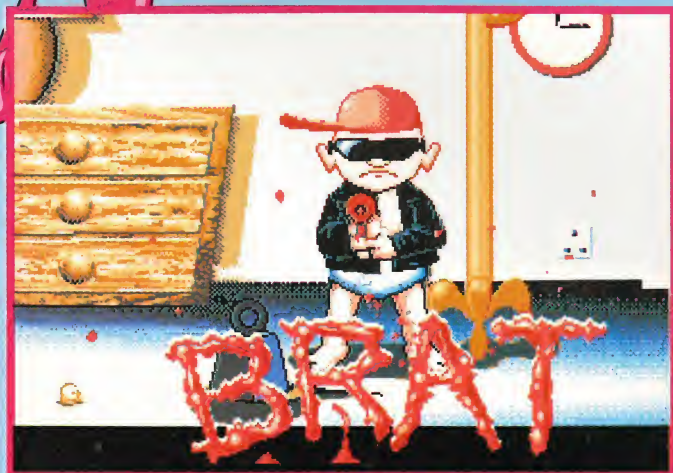
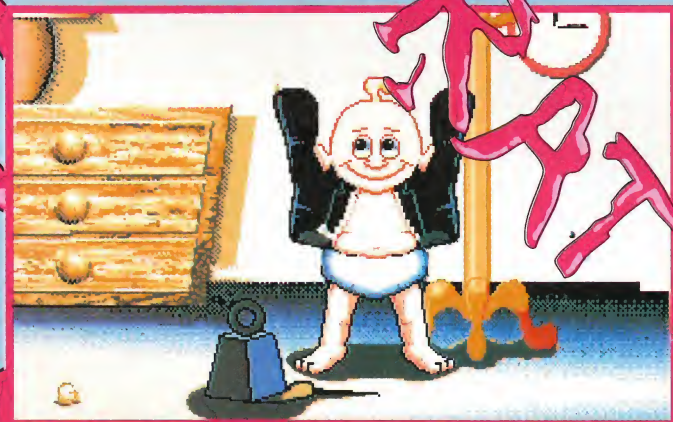
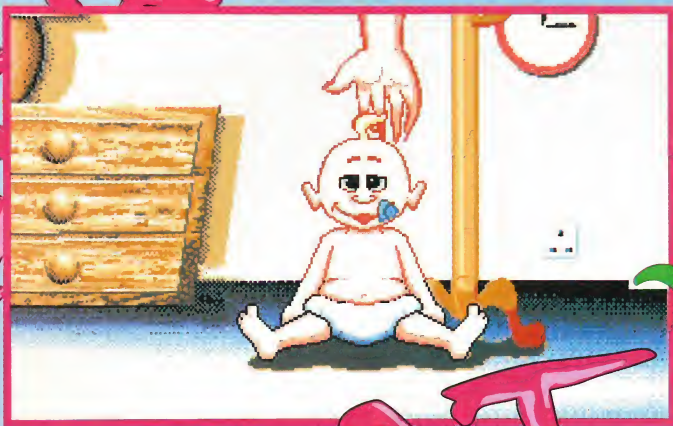
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Brat



PLATFORM



It was Friday night, and Nathan's parents were on their way out for a well deserved night on the town. The baby-sitter had arrived and was already comfortably sat on the sofa watching her favourite TV programmes. "Take care Nathan, and be a good boy as usual". Unfortunately, his mother didn't realise that Nathan is never a good boy.



No sooner was she out of the door, than Nathan had whipped off his nappy and romper suit and he was wearing his tight fitting leathers and extra cool shades. "Time to kick ass!" he thought to himself as he contemplated what would be the

best way to torture the poor baby-sitter downstairs. However, tonight Nathan was going to be the one fighting for his life.

Opening the toy cupboard he looked around for a suitable weapon to use against the unfortunate girl harmlessly watching TV down stairs. He spotted his pea-shooter and catapult, but he'd used these quite a bit recently on the various victims that had been left in the house to look after him.

But then his eyes fell upon the perfect object - his water pistol. He stepped inside to pick up the weapon, but before his hand could reach it a blinding flash engulfed him and he was zoomed away to another dimension.

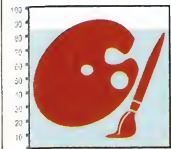


You blew it man! Young Nathan tells you what he thinks of you after you lose your last life and send him crashing to the ground.

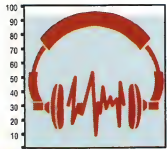


Sometimes there's just isn't a way you can go without passing over a hole. In these cases you need to lay down one of your valuable bridges. Don't waste them.





BRAT
MIRRORSOFT £24.99
TEAM: FOURSFIELD



I'm amazed how people can still think of original ideas for games after all this time, but Foursfield have managed to do it in Brat! Although it is just a type of platform game when you look at it, the control system really changes matters. The graphics are very good and the sound is absolutely amazing with loads of cutesy sampled speech. But when it comes down to it it's the original control method that will make the game a hit. This is the sort of stuff that makes computers worth owning.

LEAGUE RATING

6	CHUCK ROCK
7	BRAT
8	FLOOD

P L A T F O R M

Fred was quietly sleeping on his cloud, having 40 winks after a hard days graft. It wasn't easy being a Guardian Angel, especially when you're looking after some one like Nathan. All of a sudden he was woken by his danger alarm! Nathan must have got himself into some kind of trouble.

Gazing into his VDU cloud he searched for Nathan and was very surprised when he found out where he was. He had been sucked into the Toy dimension and was up to his neck in trouble.

Fred quickly teleported to where Nathan was and began what

was going to be a very tough job. Being just a baby, Nathan wasn't very sure of his footing and was bound to come a cropper on the thin platforms of this dangerous dimension. Quickly Fred started to lay down guiding arrows on the floor just in front of where Nathan was heading.

As the young child reached them he suddenly turned and headed off in the direction of the arrow narrowly escaping death. Fred in the meantime was still busy laying down more arrows directing Nathan on a safe route through this treacherous land. But then Fred suddenly saw a disaster

approaching from the left of baby Nathan.

A vicious bulldog was homing in with Nathan looking just right for his next meal. Frantically Fred reached into his bag and searched through the objects that Nathan had picked on his travels. All of a sudden his hand landed upon a huge bone. Surely this would keep the ferocious dog occupied for a while.

But things hadn't ended there. A hole in the platforms had appeared leading Nathan towards certain doom. "It's a good job all Guardian Angels come equipped with their own ACME bridge building kits" thought Fred to himself. But how much longer can Fred keep Nathan safe, and his job intact?

Using the mouse to control the entire game, you take on the part of the Guardian Angel as he frantically tries to protect Nathan from the many perils in the Toy dimension. By selecting directional arrows from the right hand side of the screen you must guide Nathan through each of the 12 levels, while collecting objects to overcome the various monsters that all rush to kill the young toddler. Will Nathan ever see his parents again, or will he be imprisoned in Toy dimension forever?

OVERALL SCORE
87%

Did you learn your Green Cross Code? Well, let's hope so or you could end up losing quite a few lives at this point.



Heading down a thin platform you realise that there is a rather large rock in your way. Have no worries though because it can simply be blown away, if you've picked up some dynamite that is.

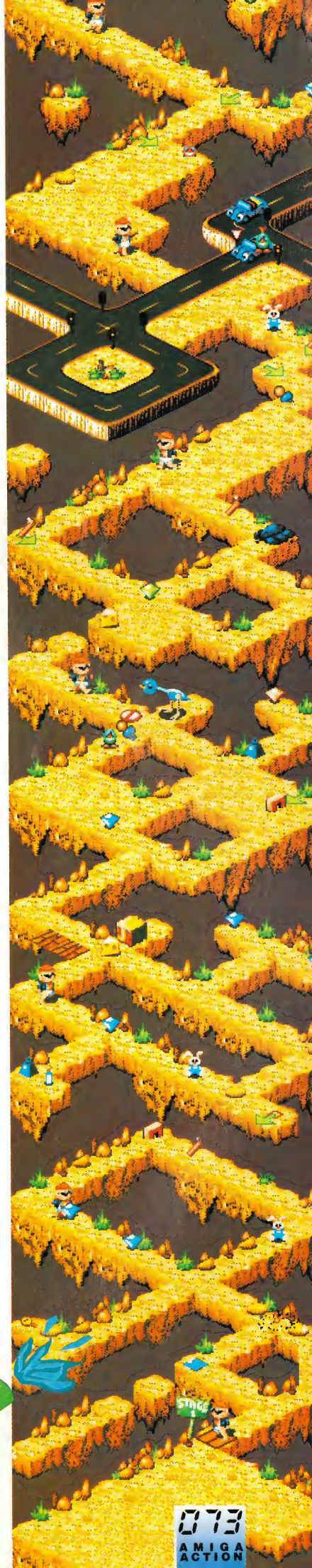


After completing four levels you get to have a little break and watch a nice little scene similar to the intro at the beginning of the game.

BRAT COMPO

Yes, we've all known or seen a Brat in our time. You know, those little kids that you see in BHS trying to find out how quickly they can smash their mother's shin to a pulp by repeatedly kicking it, and they won't stop until they can see the bruise developing in front of them. Well, rumours have it that our lovable bundle of joy Steve White was a bit of a Brat (I don't think he's ever stopped) but we've got no pictures to prove it. So if any of you out there can draw a piccy of what he might have looked like, the first person to send a good one in will win a copy of the game.

Send your entries to: Brat Compo, Amiga Action, Interactive Publishing, Europa House, Adlington Park, Adlington, Macclesfield SH10 4NP.



SAVING DINOSAURS FROM EXTINCTION

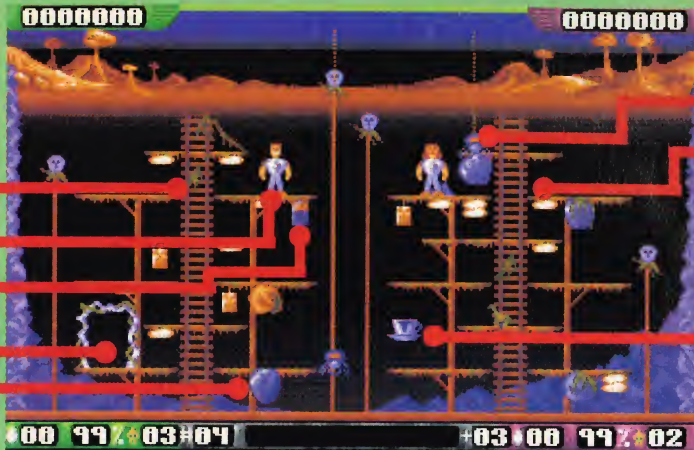
LADDERS: Useful for getting around the platforms and avoiding monsters.

CRONOS: The is the main man who must save mankind from a premature end.

BATTERY: This enables you to carry as many eggs as necessary.

TELEPORTER: A safe haven for your collection of eggs.

BOULDERS: Useful for dropping on unsuspecting heads and hiding eggs.



SPIDERS: Easy meat for Cronos, simply cut his thread and watch him fall.

EGGS: As many eggs as possible must be retrieved to save mankind.

BONUS OBJECTS: These appear randomly and help boost your score.



A Prehistoric Tale



PLATFORM

The existence of mankind is threatened. Volcanic eruptions and earthquakes seem certain to wipe out the dinosaur race.

Fortunately for mankind, you play Cronos Warchild, a timetraveller. You must take all the dinosaur eggs and hatchlings from the danger area and teleport them to a quiet region.

The game starts with you being teleported to the first level. The

screen is a mass of platforms, ladders, boulders and the all important dinosaur eggs which hang beneath the platforms. You can move around the screen by leaping between platforms and climbing ladders.

You must collect as many eggs as possible before they hatch, and take them back to the teleporter. You can only carry three eggs at a time, unless you pick up a battery. This gives you unlimited strength and allows you to carry as many eggs as necessary.

If an egg hatches the hatchling will aimlessly walk around the screen. Walking into it depletes your energy and kills the dinosaur. To avoid this you must cage the hatchling and transport him to a safe region.

Once the parents of the dinosaur get a sniff of what you are doing to their loved ones they attack. The best defence against such attacks is to free one of the several mice and allow it to roam around the screen. The dinosaurs don't like mice so they tend to stay away when a one is free.

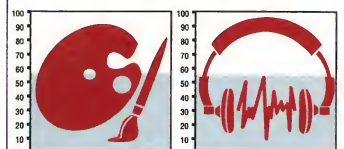
An alternative method of killing dinosaurs is to drop boulders onto their unsuspecting heads. This can also reveal more eggs which have been hidden behind the boulders.

If your energy is depleted beneath 50 percent all your belongings will be lost - if it reaches zero you lose a life. Once all the eggs on a level have been collected you can progress onto the next level.

More bonus objects appear the

ACTION INFO

A PREHISTORIC TALE
THALION £24.95
TEAM: LOST BOYS DEV.



Considering the advancement in platform games this seems to be a step backwards. The game idea is very simple and certainly not very original. Jumping around platforms and collecting eggs has been done many times before, and the new scenario does nothing to cover up the un-originality. The graphics are adequate for such a game, although the sprites are fairly small. The gameplay is also very repetitive, with one level being very similar to another. Overall this is no advertisement for platform games and will only appeal to true fans of such games.

LEAGUE RATING

36 FLIPPIT & MAGNOSE

37 A PREHISTORIC TALE

38 HUNCHBACK

PLATFORM



We've moved on to a new area and the ladders have now gone, but fortunately you can now climb plants or catch one of the several moving platforms in order to get around. Note the locusts at the bottom of the screen which appear when you take too much time. Stay away from them or it's curtains.



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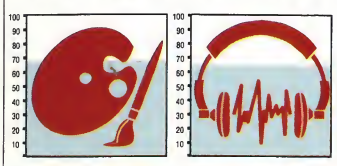
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FRANKFURT
18:04 090 5
040 LAND



This is where it all happens. Every plane under your control can be seen on here as well as the runway they will be landing on - provided you don't do something wrong.

ACTION INFO
TOWER FRA
THALION £24.95
TEAM: ATLANTIS PRODUCTIONS



Tower Fra is certainly different to the type of programs that Thalion are recognised for. Usually you can expect to see a below average arcade game, but Tower Fra is a totally different kettle of fish. Although the game doesn't look like too much has gone into it, it plays amazingly well. Although the graphics don't matter, they could still have been a lot better, and the supposedly sampled sound seems as if it's come straight off the Workbench's voice utility. This game is not going to appeal to everyone, but for those of you who enjoy this type of thing Tower Fra is brilliant.

Tower Fra

LEAGUE RATING

12 F-29 RETALIATOR
13 TOWER FRA
14 WINGS

FLIGHT SIM



All of you have probably played at least one flight sim in your time, whether it has been an all action combat sim, or the more passive pure simulation where you can roam the skies at your leisure. But have you ever thought about being on the other side of things? You must know that modern air traffic would be totally impossible without the essential and important air traffic controllers.

goings of every aircraft that arrives or departs from their airports. Even on a normal day the number of potential disasters are enough to make the mind boggle.

Providing you with a seat in front of your very own air traffic controller monitor, Tower Fra gives you the opportunity to experience what it's really like.

When you first begin you will only have control of the air traffic for about five minutes, but as you gain experience you will go on to play for up to 25 minutes. These levels are represented in the form



of wages. The higher the wage the longer you have to stay in charge.

The action is pretty basic at the beginning, only requiring you to guide the selection of planes towards the runway, and then finally handing over the controls to the pilot for the touchdown. But things spice up when you have about five planes stacked up and then all of a sudden one of the pilots reports a cabin fire and the runway to be made free.

As each plane enters your air space you must check out its head-

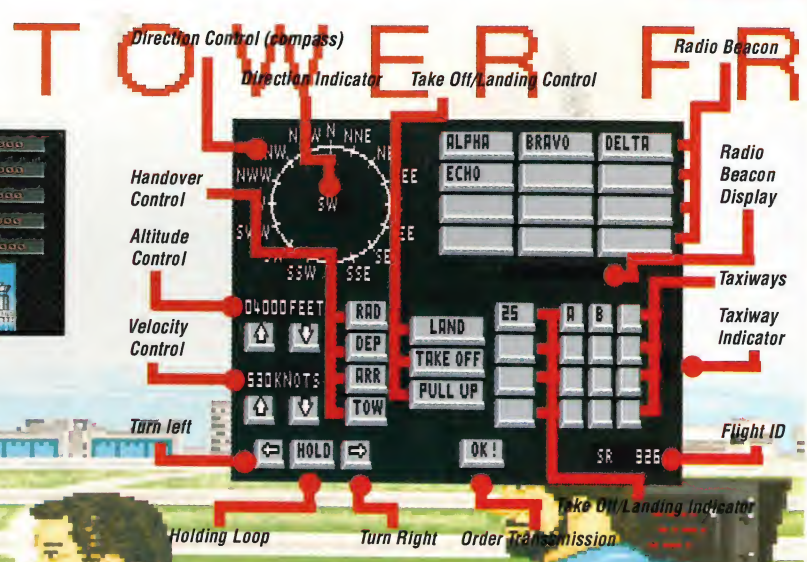
ing and alter it if necessary so that it is heading for the runway. The height of the craft must also be watched along with its velocity. All this is done via a control panel that can be brought up by selecting a panel on the left hand side of the screen that matches the number of the plane. This icon driven panel makes the game particularly easy to control.

There are three positions you can play: Arrival, departure and radar control. Can you stand the pressure the game has to offer?

OVERALL SCORE
80%



What are you capable of? You can earn up to £10,000 in this job, but can you handle it? Well there's only one way to find out, and that's to give it a try. Things get harder as the money goes up and on some of the higher incomes you can really get yourself into a pickle, what with emergency landings that muck up your stack of planes. Oh well! that's life!



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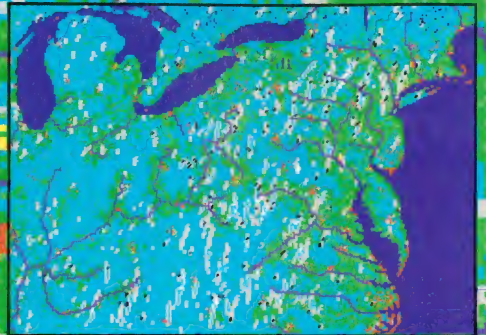
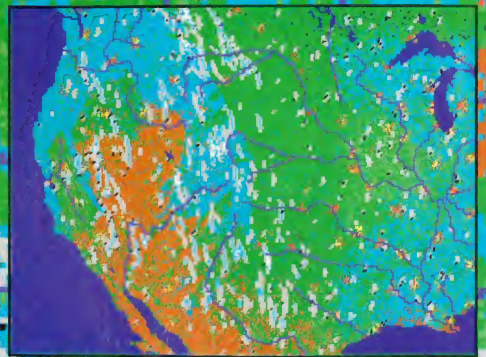
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AROUND THE WORLD IN 80 WAYS

You can choose where you wish to set up your railroad within the world. Great Britain, Europe, Western USA and Eastern USA are all areas of the globe open to your business venture. With its close cities Europe is probably the best to start with but more experienced railroaders can go for the USA with its more spacious land mass.



Railroad Tycoon

STRATEGY



Trains may seem an awkward subject on which to base a game, and it has to be said that previous loco-

motive computer conversions have failed miserably, but Microprose have managed to produce a game based around the subject that is both fun to play and graphically pleasing.

In Railroad Tycoon, you must play the part of either an Investor, Financier, Mogul or Tycoon. The obvious choice for the beginner is Investor. The difficulty levels can be set by toggling the collision effects of trains, the type of competition you're up against, whether it be friendly or cut throat, and the type of economy, basic or complex.

You can choose to set up your railroad in Europe, Great Britain or

the USA. The time is around the early 1800s so you will have only the basic of choo choos and track layout but you'll have to make do with what you've got.

You start of your journey to stardom with £1,000,0000 to your credit. With this money you must build track and stations to link important industrial areas and cities. When you do successfully make a link you will be given a demand sheet which will inform you of what goods the different location will require. The demand sheet is your key to making money. If you supply the correct goods regularly and to the right place your profits will rise. Fail and you will fall into debt.

Once you have built your track you must plot your destinations with stations which can either be terminal, economic or public. The newly

built station will be opened to a fanfare of rejoicing. The icing on the cake is the train that will trudge its way around your track layout following your orders.

Once you have selected the train of your desire you must equip it with carriages. By viewing the demand sheet you will be able to see exactly what carriages are required. If grapes are needed you will need a grape van, while passengers will obviously need a passenger car. You get the idea?

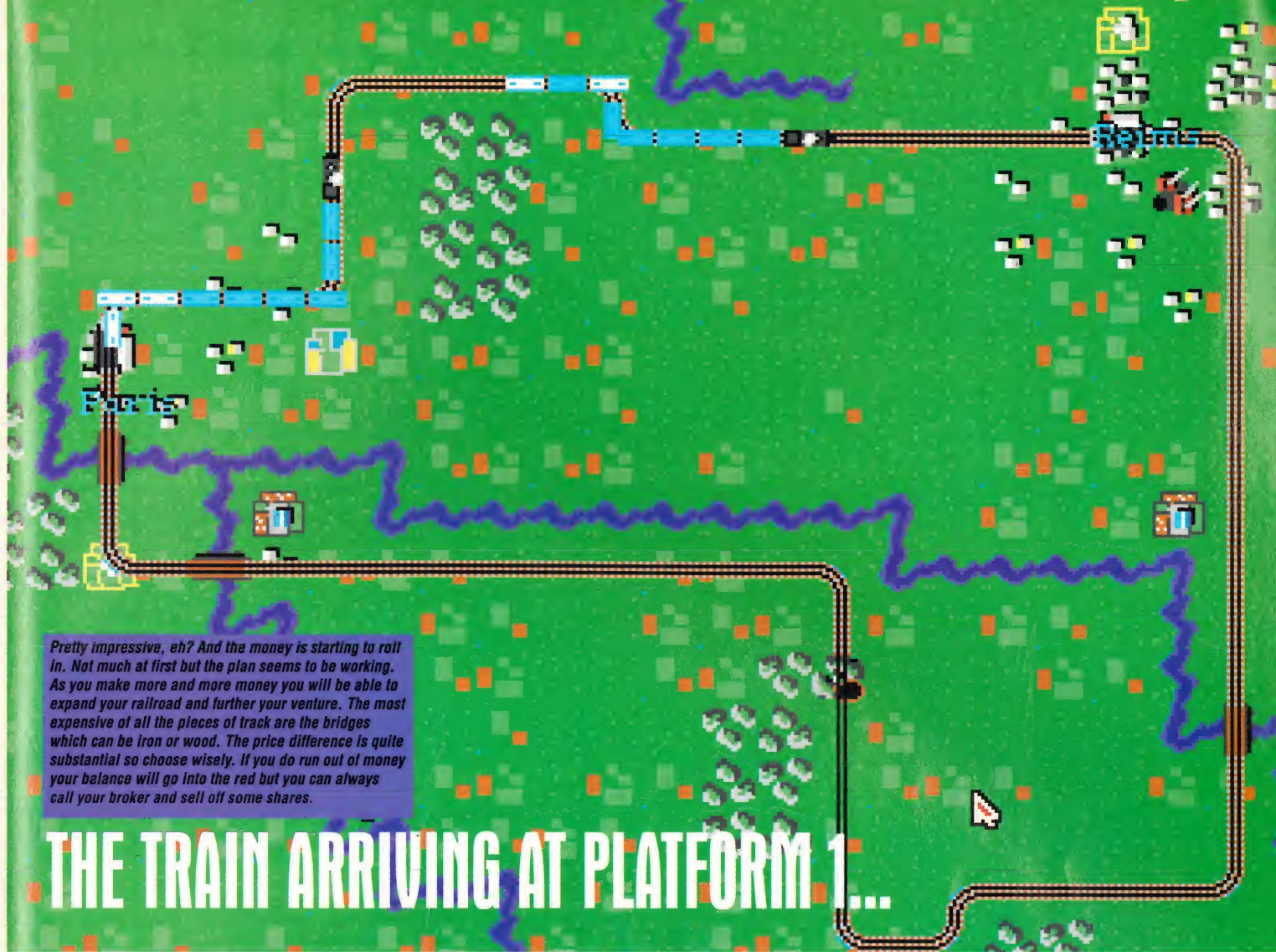
A newspaper cutting will reveal the news of your new railroad to you and your enemies. Now the competition begins. Eventually you will be able to expand your railroad to new locations. As the profits roll in you will be able to change your routes and build

bridges over rivers that were previously inaccessible. As more places are linked and the demand for materials and passengers become greater, the bigger the profit you'll make.

Depending on whether you set the competition switch to cut throat the opposition will try every underhand trick to destroy your railroad. You can even make a merger with other railroaders but you cannot trust anyone. They are all out to make a profit and if they see you as a danger to their success they will take action. All the dirty tricks are open to you as well but you will need to keep on the ball if you are to be a success.

When you retire or are forced to quit you will be left the money that you made and will





Pretty impressive, eh? And the money is starting to roll in. Not much at first but the plan seems to be working. As you make more and more money you will be able to expand your railroad and further your venture. The most expensive of all the pieces of track are the bridges which can be iron or wood. The price difference is quite substantial so choose wisely. If you do run out of money your balance will go into the red but you can always call your broker and sell off some shares.

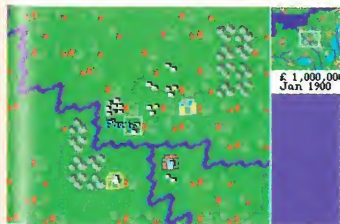
THE TRAIN ARRIVING AT PLATFORM 1...

take a place among society. You may become a detective or lord if you are a success, but should you fail you will become a cab driver or even worse, a chimney sweep.

Railroad Tycoon can be controlled directly through the keyboard or with a combination of keys and mouse. You move around the map using a cursor and there are options for map displays or regional charts.

If you find that you are suffering from financial difficulties then you can always call your broker and see if you can sell some shares in your railroad although this will increase your deficit. It may allow you to build track and get started.

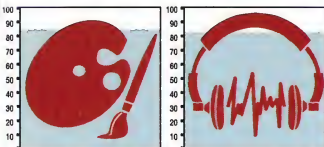
OVERALL SCORE
88%



Paris seems to be the place for our railroad. It's fairly close to Le Havre and Reims so we should have no problem linking a few stations and organising a railroad that will hopefully make us a profit.

ACTION INFO

RAILROAD TYCOON
MICROPROSE £29.95
TEAM: LAURIE SINNET



If anyone could produce an excellent train sim that is graphical pleasing and great fun to play then it would have to be Microprose. And that's exactly what they have done. Railroad Tycoon is superb in every way. The graphics, although small, are highly detailed and the maps used are very detailed. The game is so easy to control and the action starts very early on which avoids any tedious setting up. Sound is also of a very high standard and features great train effects. Definitely one to recommend and another great hit from Microprose.

LEAGUE RATING

6 POPULOUS & PROMISED LANDS

7 RAILROAD TYCOON

8 BREACH 2

S T R A T E G Y

As the train pulls into the station we are required to load it up with carriages suitable for the kind of goods it will be carrying. The most essential goods are passengers a valuable commodity, and mail.



Paris (Station)
Built in 1900

2 cars/year of Mail
4 cars/year of Passengers

Mail
Passengers
Wine
Grapes
Armaments
Fertilizer
Textiles
Steel
Nitrates
Coal

So we've located our city to start from and we have laid down some track. Next we will have to build a station. The new station is opened amidst a fanfare of cheering and good luck. Immediately, we are presented with a demand sheet that tells us what kind of service is required and how many carriages are required by that particular station.

RailNews Weekly
Jan 1, 1900 15 cents

New Railroad formed: 100,000 shares of stock sold to local Investors.

As you gain more experience with Railroad Tycoon you will know which one of these four guys best suits your needs and requirements. Beginners should take the investor.

As time goes by your competitors will begin to construct their own railroads. Any news from around the area will be shown to all railroaders who can then take action.





In the year 2052, Dedalus 1, the first ever starship built by man, left the Sol system on a voyage to Wolf 359, a small red star some 8.1 light years distant.

Several generations later the pioneer of human star exploration arrived at its destination. However, the planets they expected to find when they arrived were not there. While the Dedalus made its great trip from Earth to Wolf an alien race had been at work.

The planets that previously orbited around the red sun had been demolished and broken down into small asteroids for mineral extraction. The only habitable satellite left was a small moon that used to orbit a now non-existent planet. The human explorers called it Frontier Alpha.

Upon landing on the moon they discovered that several alien settlements were already present. Having nowhere else to go the crew of the Dedalus had no choice but to live alongside the Remusians, their

extra-terrestrial counterparts.

Moonfall places you in the role of one of the human colonists. You have been provided with an X-Terminus class freighter and a wad of Lunarium Credits (the local currency). Your mission, should you decide to accept it, is to make enough profits by trading with the locals to buy the whole moon and to become the Supreme Leader.

Your ship is equipped with a whole host of navigational equipment, booster engines and cargo pods – everything a hotshot trader requires. As Frontier Alpha has its share of anti-social types your craft also boasts some offensive weaponry.

Using the navigation computer you can locate the nearest base and set your course. If the journey is a long one boosters can be used to speed you on your way if you are prepared to forsake some manoeuvrability. When you make contact with another craft you can opt to outrun it and continue on your way or engage the ship in

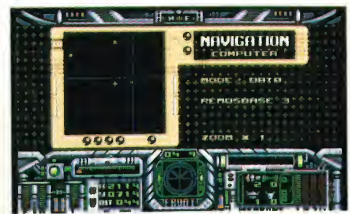
combat. Using rockets, lasers, plasma cannons and mines you must try to defeat your foe. If victorious you may be rewarded with either a bounty or the cargo from your fallen opponent.

Each base has a landing pad which leads to the undercity where you can trade with and talk to the locals. The trading computer which can be found in all of the landing pads will provide you with information on the going rates for any cargoes you may be carrying. If you have the spare cash you can also arrange for extra weaponry or equipment to be fitted to your ship.

For the more experienced pilots there is also the possibility of a mission to complete. At the end of any successful mission you'll be offered a large amount of money. When you have accumulated enough you can purchase an entire moonbase, putting you one step closer to your goal of owning the entire planet.



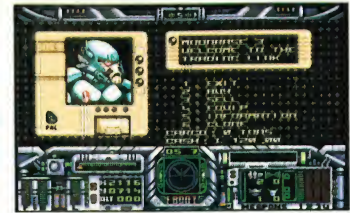
OVERALL
SCORE
80%



Using the navigation computer you can locate the other bases on the moon and plot a course to reach them.



Once you have docked you can leave your craft. Information can be checked out at the bar but take a look at the trading computer.



Using the trading computer you can buy and sell cargo or get better equipment for the task ahead.



You have been ambushed! Now might be a good time to launch a homing missile to see the blighters off.

Moonfall

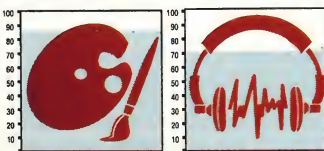


ACTION INFO

MOONFALL

HEWSON £24.99

TEAM: I WALKLEY & M WILLIAMS



Moonfall draws some of its inspiration from the classic Elite. The strategy and trading elements are very strong in the game, making notes of the prices of certain items and where they can be found will form a major part. The vector graphics used come complete with three dimensional shading and smooth animation – pretty damn good. The biggest let down is the lack of atmosphere which could have been rectified with better sound. To sum up, worth a look but you have to be prepared to spend some time getting into the spirit of things.

LEAGUE RATING

15 STAR CONTROL

16 MOONFALL

17 TIME MACHINE

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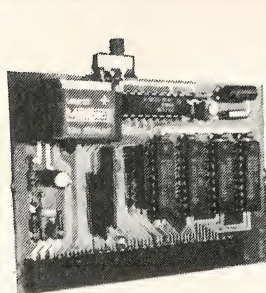
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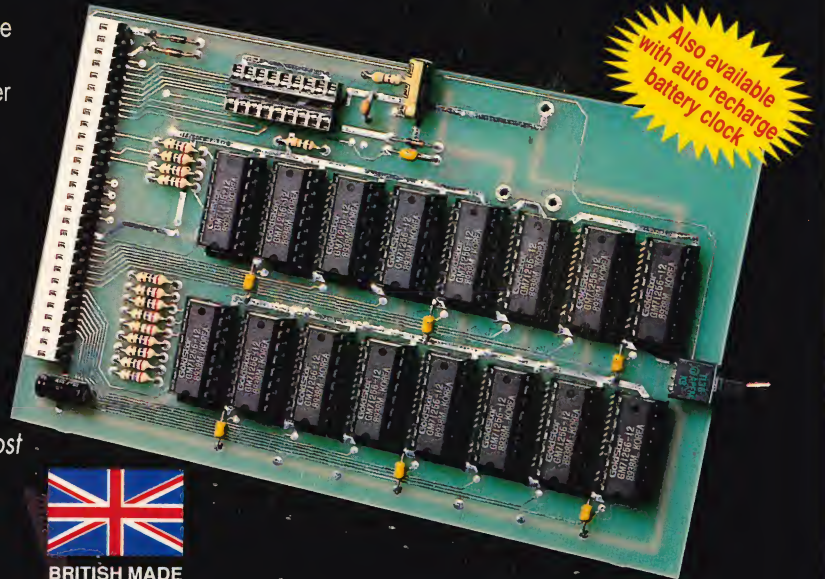
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Dept AA





This is the PGA shop. You don't actually buy anything from here but all the game options and players must be selected from this screen.



(Above) Three authentic famous courses are provided. This particular shot is an aerial view of all the 18 holes from the Sawgrass course in Florida. The course is a par 72 but has been completed in as little as 64 shots!

After a stressful morning under the sun it's always nice to relax down at the PGA tour tent with a refreshing can of Florida brewed Budweiser. Don't eat or drink too much though as the fifth hole beckons.



WELCOME TO THE PGA TOUR



PGA

SPORT SIM



The early history of professional golf is obscure. No true statistics of players or courses are available, even though the sport was relatively popular. Today, golf is extremely popular and the top professional players are highly paid, famous sportsmen swamped in a vast array of statistics.

Playing golf is simple in theory. The general idea is to hit the ball from a tee using a selected club and sink it into the hole at the other end of the course in as few shots as possible.

Courses are designed to give the players a hard time. The heart of the course is the fairway. This usually stretches from the tee to the putting green which is the immediate area surrounding the hole the grass of which is kept extremely short.

Playing in such natural surroundings you'll find plenty of trees, water hazards and areas of rough ground which must be avoided. There are even man-made hazards such as sand traps or bunkers, designed to stop the ball dead and provide you with many uncomfortable moments when playing out of them.

PGA Tour Golf starts in the Pro



(Left) Before and in-between each shot you can take a quick peek at an overhead view of the hole. Not only does it highlight the danger zone but it will also trace the path taken by the ball you have just hit.

GET YOURSELF INTO THE SWING

1 WIND

4 MPH

2 4 3 5 6

83 1

100% 75% 50% 25%

HOLE 2 PAR 5

STROKE 3 +1 7

DISTANCE: 118 YDS.

CLUB: P WEDGE



- 1) **WIND GAUGE:** Displays the direction and speed of the wind. The arrow spins in relation to the wind direction.
- 2) **DISTANCE POTENTIAL:** This is the how far your selected club can hit the ball, taking into consideration the ball lie.
- 3) **STROKE BAR:** Determines the amount of power behind each shot. Careful timing is required for the shot to be accurate.
- 4) **OVERSWING AREA:** Used for extra power if needed, but can cause heavy inaccuracies if you hook or slice the ball.
- 5) **ACCURACY POINT:** As the power bar swiftly returns you must stop it on this point. Failing to do so will hook or slice the ball.
- 6) **SHOT TYPE:** Simply decides what shot is best for the current position of the ball.
- 7) **INFO BOX:** Displays the current hole, its par, the distance from the ball to the hole, the selected club and how many strokes taken.

Teeing off is probably the most important shot of the game. A bad shot from the tee could send you way off course and into the rough. A good tee shot on a short hole could put you directly on to the putting green.

WIND

14 MPH

260

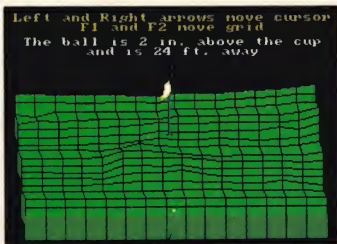
100% 75% 50% 25%

HOLE 1 PAR 4

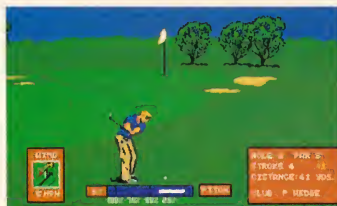
STROKE 1 E

DISTANCE: 389 YDS.

CLUB: DRIVER



A topography of the putting green is displayed to allow you to line up the ball with the hole. Also displayed are the gradients that need to be taken into consideration when the shot is taken.



Pitching onto the green is tricky, as a bad shot could leave you with an awkward putt or even drop you in one of the many traps.



THE BALL LIES HALF-BURIED IN THE ROUGH

The ball lie must be taken into account before a club is selected. If the ground is rough the ball may be half buried, so an iron will be needed to get you back on the fairway.



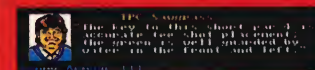
Throughout a full tournament regular update windows appear containing vital leader board information. This does give the game something of an authentic television feel.



Oh dear! Golf balls don't float and golfers can't walk on water. Hitting the ball into the drink is counted as a foul stroke and the shot must be taken again. So steer well clear of water.



At the beginning of a hole you are offered advice from an established professional. Whether or not you take it is entirely up to you, but remember, it could be the difference between a birdie or a bogie!



Tour Golf

shop. Here you can set up all the game options using pull-down menus. One to four players, human or computer, can take part in either a single round or a fully fledged tournament. If you feel part of your game needs improving, simply select one of the practice options, which cover most of the shots required.

Before you play you must select your clubs – a maximum of 14 can be carried, one of which must be a putter. The clubs available are woods and irons: Woods are used for distance whereas irons are more accurate. Specialist clubs include the pitching wedge – used for chipping the ball onto the green, and the sand wedge which is used for getting the ball out of bunkers.

You control the game using the mouse, joystick or keyboard. Use the cursor keys to position the cross hairs relative to the direction of the hole. When you are happy with the direction of the ball you must determine the backswing, power and the accuracy.

All these are represented using the stroke bar – a percentage marked power bar. When you press the stroke button the bar will extend, effectively starting your

backswing. Once you have the required power percentage another press of the stroke button starts the down swing, and when the bar returns to zero you must press the stroke button again. This is known as the accuracy point and determines the amount of slice or hook on the shot. Stop the bar exactly on the accuracy point and the flight of the ball will be straight.

You've also got to take account of the problems caused by wind. This is shown in miles per hour with the direction indicated by a spinning arrow.

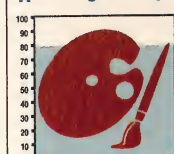
When the ball reaches the green you get the distance from the ball to the hole and a topography of the green's surface which highlights steep gradients. This screen can be rotated to line up the cross hairs with the hole.

When the game is underway you can get a view of the course and receive tips from established golfers. Regular updates on the other golfers are also provided.

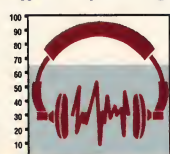
Three authentic well known courses are provided with a fourth extra course, a figment of a vivid imagination.



A C T I O N I N F O



PGA TOUR GOLF
ELECTRONIC ARTS £24.99
TEAM: LEE ACTOR & DENNIS KABLE



Considering golf is rather expensive to take up as a hobby, it's not surprising that there are so many golf simulations. You may think PGA Tour Golf is just another golf game. But it does stand out from rest. Nice touches can be found throughout, like the changing viewpoint once the shot is taken, and regular updates on other players. The graphics portray the action well. Golf is certainly not my favourite sport but I really enjoyed playing this, underlining the possibility that it could appeal to non golf fans.

LEAGUE RATING

- 7 GAMES: SUMMER EDITION
- 8 PGA TOUR GOLF
- 9 MASTERBLAZER

S P O R T S S I M S



Goredroolers



Magic-eaters



Adept Daemon



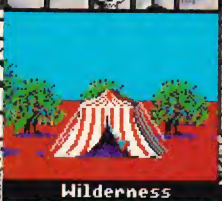
Shadowdrifters



Miasmal Curs



Paul



Wilderness



Wilderness



Temple



Review Board



Building



Allen

Bards Tale 3

ROLE PLAYING



LOG ENTRY ONE:

We have been wandering aimlessly in the wilderness for many days now, day after day fighting off the hordes of demons and incantations that are now commonplace within the land.

Most of the original party have fallen to the hands of these vile creatures, but we have managed to keep our party going by letting passing warriors and mages join when we come upon them. Our will is dwindling, and only hope keeps us going.

LOG ENTRY TWO: We arrive at a small settlement just outside the ruined city of Skara Brae. The people seem OK, although like ourselves, they are malnourished and in need of comfort. A tent has been erected to represent the Guild that once stood in the city, and there is also a tavern that has managed to survive where very little else has. Maybe here we can take our minds

off of our troubles for just a short while.

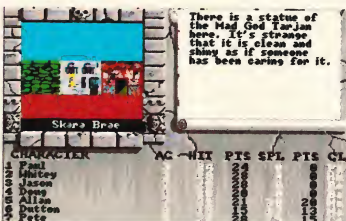
LOG ENTRY THREE:

After hearing some interesting news at the Tavern last night our whole party has agreed that we should enter the ruins of Skara Brae. If the gossip that we heard is true there is quite a bit of treasure hidden somewhere waiting for someone to collect. What have got to lose?

LOG ENTRY FOUR: Although we have not come upon the rumoured treasure yet, we did find something of interest. A sort of school that was still inhabited by a few old men. The master of this place has asked him to complete some sort of mission for him in this temple also within the walls of the city. He says the reward will be more than we can imagine. Like I said before, what have we got to lose? Maybe our lives!

The original Bard's Tale was without a doubt the definitive RPG for its time, but standards have come on quite a bit from then. People are no longer satisfied with simply running around a dungeon just hacking away at anything that even looks like it's going to move.

Fortunately, Interplay have not got stuck in the rut of so many other companies, and the thinking part of the game is much improved.



Skara Brae isn't quite like it used to be. Rosco's and all the other shops have gone, but you've still got the Review Board.

A C T I O N I N F O

BARDS TALE 3

ELECTRONIC ARTS £24.99
TEAM: INTERPLAY

I don't think there's anyone out there who is a bigger Bard's Tale fan than me. But even though I thoroughly enjoyed the two previous games in the series I must admit that Bard's Tale III is a little bit of a let down. We all know that graphics and sound aren't necessary in this type of game, but the graphics in BT3 aren't even as good as the ones in BT1. However, the gameplay has been improved and thanks to the better story line there's a little more brain work involved. A good game that many people will enjoy.

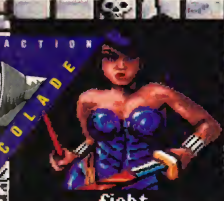
LEAGUE RATING

- 2 CHAMPIONS OF KRYNN
- 3 BARDS TALE 3
- 4 BARDS TALE 2

ROLE PLAYING



The Ruin



fight



Viper



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Doc Brown and Marty are happily minding their own business when they hear a scream! A buckboard is out of control and the horses are charging for a nearby canyon. The Doc jumps on to his horse and gallops to the rescue.



Delay for too long or make too many mistakes and Clara will be lost forever, no more than a lifeless body among the wreckage of the buckboard at the bottom of the canyon. Will the Doc be fast enough to rescue her? Only you can decide.



During your chase to rescue Clara you have to negotiate a valley while on either side the red indians and the cavalry have a shoot out. You will receive a bonus for each indian you hit but make sure you don't shoot the cavalry.



At several points during the chase your view point will shift. As well as the overhead canyon chase you must also negotiate a side view section and leap over cracks in the ground and luggage as it falls from the buckboard you are pursuing.

Having negotiated the skirmish between the indians and the cavalry and made it safely through Hill Valley town centre you have caught up to Clara's buckboard and pulled her to safety just moments before it plunges into the canyon.



The shooting gallery gives you a chance to try your hand with a six shooter. Hitting the cardboard cut-outs of Buford's gang gives you a bonus score. Try shooting something outside the gallery to see some special results.

Back To



SHOOT 'EM UP

Marty's life is rapidly going down hill. Following his adventures in 1955 in which he manages to stop the evil Biff from altering history for his own profit, the DeLorean time machine is struck by lightning while the Doc is inside. This freak accident transports him back to 1855 and the Wild West.

A short while after this fateful moment Marty receives a letter. He discovers that the Doc is happy in 1855 and has left the time machine hidden in a disused mine shaft to enable Marty to travel to 1985 and home.

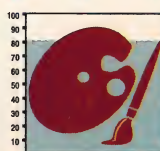
However, when he unearths the time machine Marty makes a terrible find. In a nearby grave yard is a tombstone with the Doc's name on it and it is dated just days after the letter he sent. Marty decides that he must help the Doc so he uses the time machine to travel back to 1855...

You must take the roles of Marty and Doc Brown in an attempt to save the day and return safely to 1985. The game is divided into four parts each representing a scene from the film. To win you must complete each of the sections in order. It's not going to be easy, thanks to Biff's ancestor Buford "Mad Dog" Tannon.

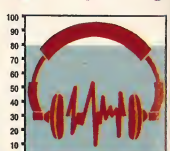
In the first section you must rescue Clara Clayton. Her buckboard has gone out of control and you must leap on to a horse and rescue her before she plunges over the ravine. As you give chase baggage will fall from the cart which you must either duck or leap over. Midway through this section the view will change from side on to an overhead canyon chase. On either side of the canyon the cavalry and red indians are having a fire fight and you have to gallop through the middle of this skirmish to reach Clara, avoiding the bullets as you go.

Later that night you are back in

A C T I O N I N F O



BACK TO THE FUTURE III
IMAGEWORKS £24.99
TEAM: J. BAGULEY & M. RILEY



Games that are film licences have a reputation of being poor quality, often rushed out to make as much profit as possible. Thankfully Imageworks have resisted the temptation to scoop up the piles of cash and have produced a reasonable game. Each of the four sections is reasonably well executed and relates well to the film. Graphics and sound are atmospheric, drawing heavily on the motion picture for inspiration. This game is well worth a look if you enjoy arcade style games.

LEAGUE RATING

29 TOTAL RECALL

30 BACK TO FUTURE III

31 MENACE

SHOOT 'EM UP



Another piece of pie? Grab those pies and hurl them frisbee style at Buford's gang. They have six shooters and you are armed with plates. Doesn't seem like a fair match but you'll enjoy dishing out the action!



Members of Buford's gang appear at the doors and windows and shoot at you. An oven door provides you with a makeshift bullet proof vest. Each of the cowboys requires three direct hits to eliminate, so get throwing.



After eliminating his entire gang Buford himself comes out to confront you. Because he is the leader of the lads he takes six hits to knock out. Your armoured vest is in bad shape, one more hit and it's curtains for you.

The Future III

Hill Valley where the locals are celebrating the completion of the famous clock tower. There you notice an old style shooting wagon and not being able to resist you have a try. Using a six shooter you must hit as many of the pop-up targets as possible within the allowed time limit.

As well as the usual ducks that fly around the target area cut-outs of Buford and his gang appear and you will gain extra points for hitting them. Be warned though, don't shoot the granny! You shouldn't restrict your pot shots to within the target range either - you can receive big points for shooting the lamp and other objects.

The penultimate scene is a shoot-out of sorts. Buford and his gang are hiding in the buildings of Hill Valley looking for a fight. They lean out of the building and shoot at you with their guns. You have managed to find an old oven door which you are using as a makeshift bullet-proof vest and as offensive weaponry you can use empty pie trays like frisbees. Each of Buford's

gang requires three direct hits before he goes down.

Finally the Doc has come up with a plan to get back to 1985. The only way to get the DeLorean up to a speed fast enough to travel through time is to push it in front of a locomotive.

Marty starts at the rear of the train and has to run along the tops of the carriages picking up special fuel logs to stoke the engine with. Along the way Buford's gang will try to stop you and you must knock them off with pie trays left over from your earlier

encounter. When you reach the locomotive you then have to clamber off the boiler while avoiding the moving machinery and jets of steam that it emits at random intervals. If you succeed in reaching the DeLorean at the front of the speeding train before time runs out, you will be whisked back home, but is it the end?

OVERALL SCORE
78%



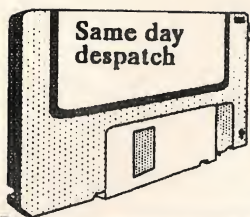
At the front of the train is the DeLorean. If you can reach the car before the train gets up to 88 mph you will be able to make your journey back to the future and home!



If you are to make it to the front of the train you will have to negotiate the carriages by leaping across the gaps between them and ducking to avoid the track side obstacles.



Whoops, things have just taken a turn for the worse. Pieces of a sports car that can be dated back to 1855 won't do the history books a lot of good!



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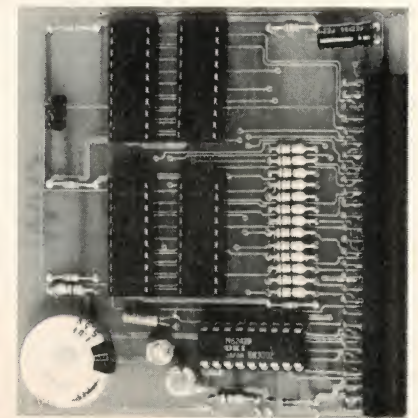
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How difficult do you want the game to be? Well, it's up to you to decide, so set the computer opponents to how you want them and start the game.



The Hatred screen shows you who are your enemies, and who are not. But no matter what you do you never really get on the good side of them.



Armies are the name of the game and you're going to need loads of them to overcome the enemy. But don't forget to leave some of them protecting your cities.



Warlords



Fights are commonplace in the game and on nearly every turn you will besiege at least one castle. But are your forces strong and brave enough to overcome your opponent's? Well, there's only one way to find the answer.



Peace has remained in the land of Illuria for many years, mainly due to the ancient treaty that was signed by the rulers over a century ago. But soon the treaty will expire, and when it does once again the land will be plunged into conflict.

achieved using brute force or acquiring the services of wizards, hired mercenaries or even dragons and demons. The computer opponents can be of varying difficulty to add to the challenge of the game, or you can have up to seven of your friends playing the other opponents.

Eight powerful races dwell within the land, and they have all decided that once the treaty has ended they will launch attacks on the other seven and wipe them out. This will leave the land free for them to live in and do as they wish. But who will be the victor? Only time can tell.

At the start of the game you have just a single city in your possession with only you to protect it. But it doesn't take long to build some armies, however it does take money. Each city has its

In Warlords you play the part of one of eight powerful men who all want to wipe out the opposition and take control of Illuria. This can be



income, which you can use to buy armies to protect and conquer the various cities. Fortunately in the beginning stages all the cities are neutral and fairly easy to take over.

Both you and your armies have



GIANT WARRIORS



Huge fighters that chill the blood of most armies. However they're not that skillful.

LIGHT INFANTRY



The weakest of all the armies, but they're quick to make and serve their purpose.

WOLF RIDERS

Not particularly strong fighters, but they do have a good movement rate.



Similar to Light Infantry but slightly stronger, making them much better in battle.



HEAVY INFANTRY



Not a very good army, but because they're elves they can move through forests better than normal armies.

ELVEN ARCHERS

NICE GAMES — SHAME ABOUT THE PLAY

If you've been in the Amiga scene for quite a while you will undoubtedly know the game Defender of the Crown. It was one of the first to appear for the Amiga via Cinemaware, and boasted glorious graphics that are still brilliant for today's standards. But Defender had one major problem: there was virtually no gameplay and most people beat the game after just a few goes (if not the first).

Nevertheless it sold amazingly well and was very addictive

for the few goes it took you to beat it. Of course there have several clones each trying to slightly improve the gameplay, while at the same time keeping the addictiveness. Unfortunately, so far all of them have failed.

Joan of Arc and Kingdoms of England are examples of these clones that just didn't quite have what it takes. Kingdoms wasn't too bad, but again the game was too easy. Even in this issue you can see yet another attempt that failed with Fuedal Lords.

a strength rating so that you can work out if you stand a chance of beating another group of armies. But don't think that you can just wade in with loads of weaker armies as this doesn't work. Most of the time it's the side with the more skilled fighters that triumphs. But this strength rating can be changed. Dotted around the land of Illuria are quite a number of ruins and temples which are unexplored. When you come across one of these you can enter and search the build-

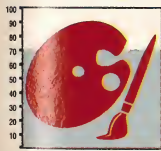


ings to find out what they might be hiding. Regrettably, it's always a monster of some kind which has to be vanquished before you can continue your search.

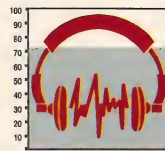
The reward once the creature is killed comes in several different forms. Sometimes it is one of the land's sacred artifacts which can be taken to improve your strength of command in battle; other times it may just be a simple blessing which increases your strength. However, it's not always benign items that are found in these places so take care as you try to become supreme ruler of Illuria.

OVERALL SCORE
85%

A C T I O N I N F O



WARLORDS
ELECTRONIC ARTS £24.99
TEAM: SSG



When I saw the Warlords box I cringed. Oh no! Not another Defender of the Crown clone. But my fears passed as soon as I started the game. From the second you begin you're addicted and I found myself taking it home so I could continue. Unlike previous Defender clones you won't beat Warlords after a couple of hours. The graphics and sound are adequate for a game of this kind. Although I certainly recommend this game, do be careful as it isn't as in depth as some strategic fans might like.

LEAGUE RATING

13 PALADIN

14 WARLORDS

15 GETTYSBURG

S T R A T E G Y



The tide of war is turning your way!



Off with their miserable heads!

The enemy aren't stupid, and if you get too powerful they will offer a peace treaty. However, you don't have to be the nice guy in this game, and if you've been having a bad day you can have their heads lopped off and put on spikes to decorate your castle.



After 10 turns you finally finish building your navy. Now you can attack enemies from the rear, and find treasures on far away islands.



These are what your heroes want to see. Ruins usually hide some sort of reward but they are always protected by a monster.



PEGASI

Similar to the Pegasi, but much nastlier in battle. They can sometimes drastically affect the outcome of a battle.



GRIFFINS

DWARVEN LEGION



Sturdy little fighters that can certainly pull their weight in battle. An average army.

NAVY



Although they take a long time to build navies can make things much easier with their high movement rate.

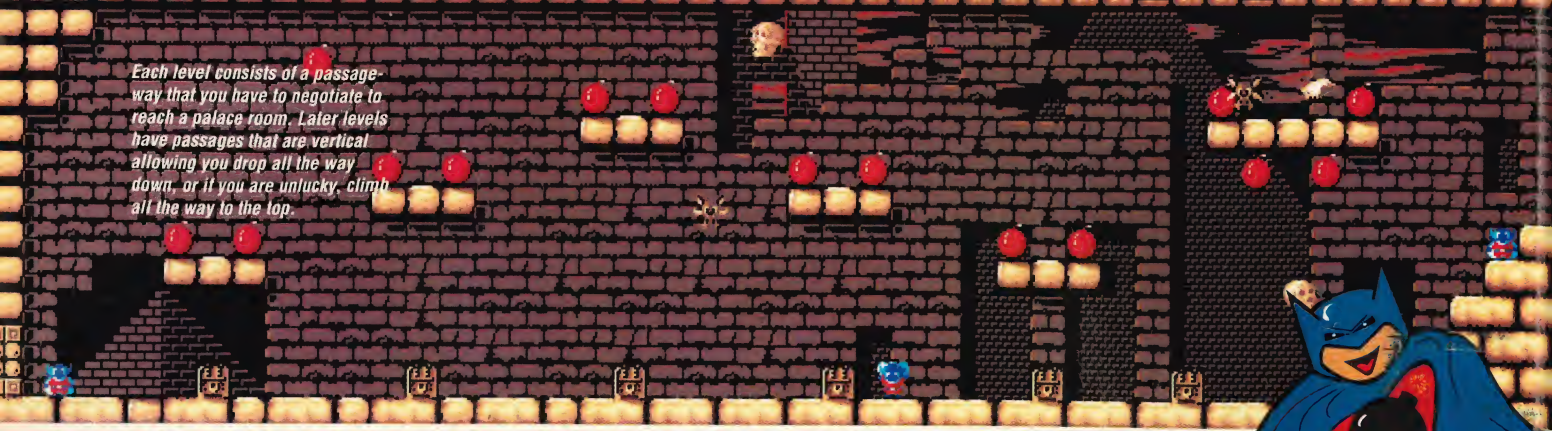
CAVALRY



Slightly better than Heavy Infantry but with the added advantage of a high movement rate.



Each level consists of a passageway that you have to negotiate to reach a palace room. Later levels have passages that are vertical allowing you drop all the way down, or if you are unlucky, climb all the way to the top.



LIZZY: A jet-powered turtle that will pursue you around the screen.



C. GEE: A survivor of the Geji family. Very troublesome.



T. GEE: This flendush mummy can transform into any other creature.



BILLY: A pet of Beelzebub himself. Billy is out to enjoy himself.



BOMBJACK: A young hero out to save the world from Beelzebub.

PLATFORM



Not so long ago everything was just lovely in King Pamera's country. The birds sang and the people were very happy. In the mountains lurked the demon Beelzebub and he was jealous of King Pamera and hated him with all his fury.

One dark morning the great demon charged from his mountain hiding place and stormed the palace. He threw the king, queen and the beautiful princess into the deepest, darkest and smelliest dungeons. Then after razing the palace he set himself up as ruler of the land. He was a terrible king and the people were unhappy as he made them use rough toilet paper which scratched their bottoms like hell. Will nobody save them from this terrible fate.

From the wreckage a young hero name Jack has emerged. He has sworn to free the royal family and banish Beelzebub. Jack isn't very brave but he does have a very delicate bum and on top of that he has the hots for the princess. Jack must face awful danger if he is to succeed in his quest, but if victorious the people will be able to sit down again and he will

surely get to snog the princess!

Using your joystick you must guide Jack through his perilous quest for soft bog roll and wet dreams. You must conquer 16 levels of play and then defeat Beelzebub in the final conflict. Each level comprises a passageway and a palace room. When the room is cleared of bombs a doorway will slide open allowing you to proceed to the next level.

As you search through the palace you will be assaulted by hordes of Beelzebub's minions. Mummies, vampire bats and fearsome parrots savage you.

To defend yourself you can find special powers hidden inside treasure chests scattered around the platforms. Using these powers you will be able to turn the bad guys into gold coins for a short while or use mighty juice to thwart them. When collecting treasures don't be too greedy. If you collect a large amount of dosh you will be transported into a torture chamber where your only aim is to survive for 60 seconds.

When you finally reach the last chamber you will have to confront the demon himself. If victorious it will mean the freedom of the kingdom. Your rewards will be numerous, the chance to wed the princess, riches beyond your wildest dreams and most importantly, soft lavy paper.

OVERALL SCORE
74%

A C T I O N I N F

MIGHTY BOMBJACK
ELITE £24.99
TEAM: TECMO

LEAGUE RATING

17	AXEL'S MAGIC HAMMER
18	MIGHTY BOMBJACK
19	FIRE & BRIMSTONE

PLATFORM

First came the coin-op, then the 8-bit version and now the 16-bit Bombjack has made an appearance. It follows the arcade machine closely but unfortunately the gameplay now seems a little dated. The controls are frustrating at first- it takes sometime to get the hang of them. Sound and graphics on the other hand are certainly an improvement and quite pleasing. Unless you are a big fan of the earlier versions then I recommend that you try this one before you hand over your money.



Outside the palace things are a little sunnier. If only you could find time to stop for a quick sun bathe. But heroes like you never have a spare moment. Better press on, there is a pretty woman to rescue.

Mighty Bombjack

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 D223 BUDRAIN MEGADEMO 2 - very popular at the recent show
 D225 HORIZON MEGADEMO (1 Meg) - Includes best ray traced anim. ever?
 D241 ANGELS MEGADEMO - Good but not mega
 D242 3-D DEMOS - Get out your 3-D glasses and CHECK THESE OUT!
 D243 KEFRENS - THE WALL - Great intro! Good graffiti, then so so
 D250 ANARCHY MADNESS 2 - Bold graphics and great music
 D253 VECTORCITY - Great vector scenery, similar to 'Trip to Mars'
 D361 FRAXION FANTASY SLIDESHOW - great presentation, great piccys
 D364/5 BON JOVI - Wanted, Dead or Alive!! (2 disk set)
 D369/9 BETTY BOO - Doing The Do (2 disk set)
 D350 LIVE CORRUPTION-NAPALM DEATH SLIDESHOW - heavy!!
 D339/4/5 DEFINITIVE MADONNA SLIDESHOW - (3 disks) 1 meg & 2 drives
 D355 BATMAN THE MOVIE ANIMATION (1 Meg) - good funny cartoon movie!
 D359 MAGICIAN AND JOGGER ANIMATIONS (1 Meg) - Ray traced anims
 D360 CAR & UNICYCLE ANIMATION (1 Meg) - brill anim, a must for fans!
 D364 EVIL DEAD DEMO (1 Meg) - Get the ghoules, before they get you
 D365 RGB & FOCUS - The famous 'stretching nose' animation
 D370/1 TRON ANIMATION (1 Meg 2 Disks) - Great anim based upon the film
 D372 FRANKLYN THE FLY (1 Meg) - Simple but effective and funny. Good
 D373 TOO MUCH 3D: (1 Meg) - The spaceship flies out of the screen!
 D376 IRAQ DEMO (1 MEG) - Maybe bad taste? Good funny anim though
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 M200/1/2 SAC AMAZING TUNES 2 (3 Disks 1 Meg) - superb! Showstopper!
 N211 BLOODSLUCKERS: MASS COMPENSATES THE BRAIN 2 - well presented
 N216/7 RAF MEGA MIX 2 (2 Disk Set) - Good quality music mix
 N230 DEXION PARTY MUSIC AND PICCYCS - A good disk as always
 N231 CRUSADERS DOES GENESIS - (1 Meg) Brill, fab, great, GET IT!!!
 N232 ALCATRAZ MUZIC - Classy presentation, 3 good tracks!
 N243 LONDON BEAT REMIX - Mono piccy plus remix. For fans only!
 N249 AXIS JH SOUND DISK - Excellent music and game presentation
 M257/8 SILENTS BLUEHOUSE MUSIC AND GAME DISK - Music & Game. Get it!!!
 C142 PD GAMES COMPO 3 - Great Pacman plus 2 others
 C152 PD GAMES COMPO 9 - Battlemech, Bullrun (Battle Sim) and more
 C153 TRAIN SET (1 Meg) - Your own Clapham Junction?
 C165 SUBCULTURE GAME DEMO 'PrivateWare' - Level 1 of a good SEU game
 C169 ANTEP (1 Meg) - RPG also SLOTS, a good car chase game
 C160 VIDEO TENNIS - Back to the original video game. Nostalgic!
 C169 SEVEN TILES - Superb speedball type game from Alpha Flight

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This is the magazine WE wanted to stop... But THEY wouldn't let us! A full 20 A4 pages of Tech Tips, Readers Letters, Virus Info. Full reviews of the latest PD (not just a list!) great articles, and this months great competition: WIN WIN WIN a colour monitor, 5 memory upgrades... (every entrant gets £10 off an upgrade!) and a Years subscription to CU Amiga! If you miss it... YOU MISS OUT.

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 X119 MARIA WHITTAKER - The covergirl strips
 X126 SCANNERS HORROR DISK - Digi from the movie. Nasty
 X146 MADONNA EARLY DAYS - Find out why she took up singing!
 X157 TINA SMALL SLIDES - Stretch that monitor screen
 X164 ALTERNATIVE NEIGHBOURS SHOW - Private lives revealed?
 X166 PAH! NAUGHTY STUFF - Best of recent slides
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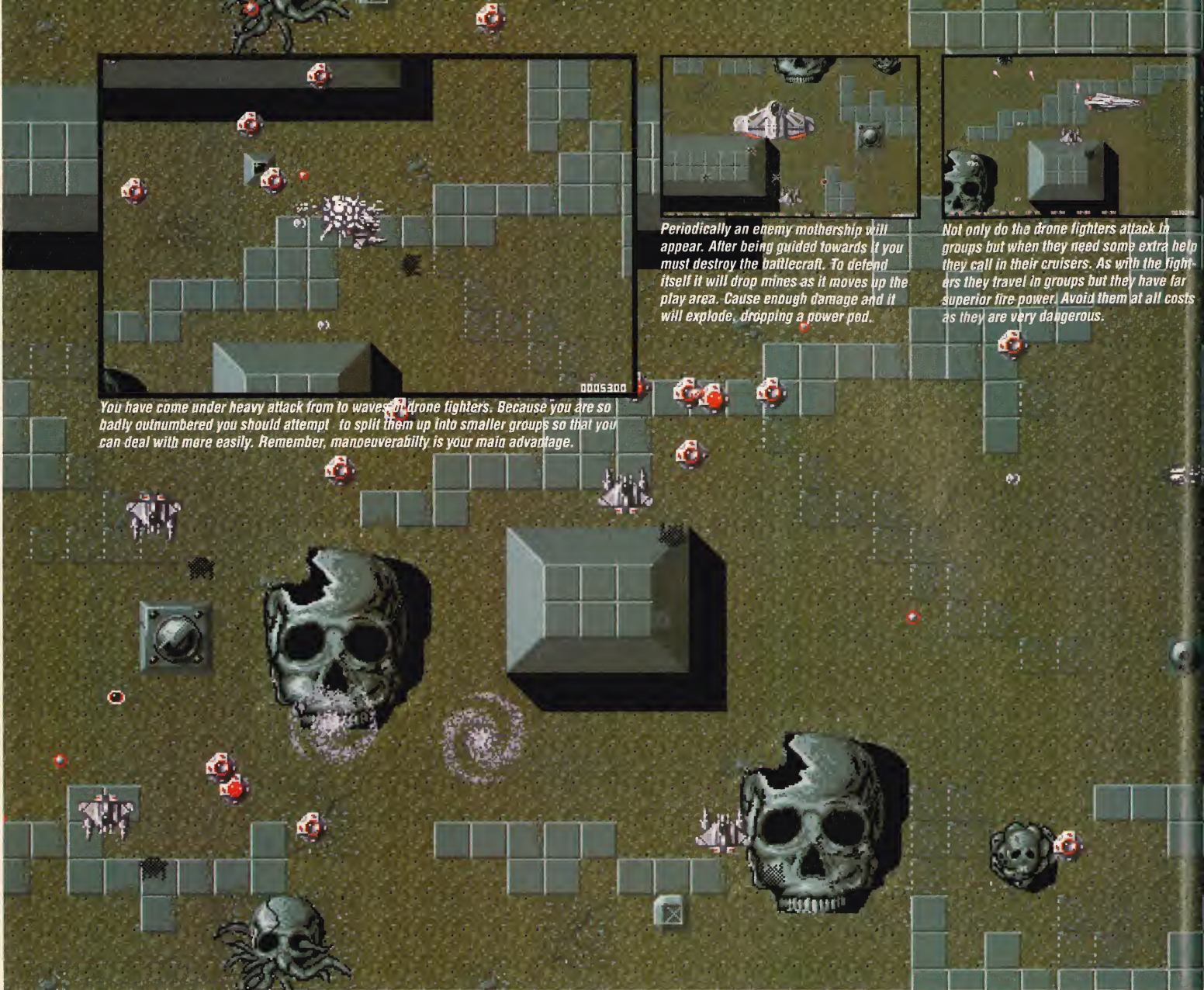
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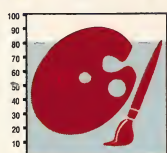
You have come under heavy attack from to waves of drone fighters. Because you are so badly outnumbered you should attempt to split them up into smaller groups so that you can deal with mere easily. Remember, manoeuvrability is your main advantage.

Periodically an enemy mothership will appear. After being guided towards it you must destroy the battlecraft. To defend itself it will drop mines as it moves up the play area. Cause enough damage and it will explode, dropping a power pod.

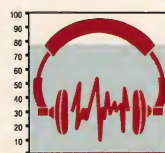
Not only do the drone fighters attack in groups but when they need some extra help they call in their cruisers. As with the fighters they travel in groups but they have far superior fire power. Avoid them at all costs as they are very dangerous.

Battlestorm

A C T I O N I N F O



BATTLESTORM
MILLENNIUM £24.99
TEAM: TITUS



In the past Titus games have not been of an exceptional standard. Battlestorm changes things. Sure, it isn't the best shoot'em-up ever produced but is a good blast. The control system is a bit tricky at first, probably due to the fact that the multi-directional scrolling is different to the standard shoot'em-up. Graphics and sound are of high standard. If you are an action fan it is definitely worth taking a look at this one. Hopefully Titus will continue to improve their products as they have done here.

LEAGUE RATING

20 OPERATION WOLF

21 BATTLESTORM

22 ROBOCOP 2

S H O O T ' E M - U P

S H O O T ' E M - U P



You are brave warrior. For centuries you have been battling the evil alien scum throughout the entire galaxy.

You and your troops have liberated many worlds from the tyrannical rule of the slimy bug eyed monsters. Now all you want to do is go home, put your feet up in front of a nice log fire and watch the telly for a bit. After all it's the least you deserve, isn't it?

Upon returning to your humble abode and opening the door to your small country cottage you get a big shock! Some git has peed on

your fire and shot up your goggle box. Only one race of green skinned beings would be that diabolical. The evil alien scum have done a nasty on you and attacked your home world while you were away! This is war and this time you mean it!

Over the entire planet the evil alien scum have set up four Battlestorm headquarters. Each is heavily defended by hordes of bug eyed monsters in space fighters and nasty gits in battle cruisers. Using your trusty state of the art Airborne Attack Craft you must banish these terrible xenomorphs and send them running for the safety of hyperspace. Who knows, if you are really clever you may get everything finished in time to have buttered crumpets for tea.

Each of the Battlestorms has its own level which consists of two stages. The first is a multi-directional scrolling shoot'em-up with the bad guys swarming in from all

WIN A MILLION POUNDS!

Well actually I'm lying, we can't give away a million pounds for a prize but we do have some super smashing great Titus T-shirts and a copy of Battlestorm up for grabs. All you have to do to get your hands on these goodies is tell us what you would do with a million pounds. The funniest entry will get the gear and the sender will have to carry on dreaming about being a millionaire!

Send your entries to: Battlestorm Competition, Amiga Action, Interactive Publishing, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.



After completing the first multi-directional scrolling section of each level you will be transferred to a more traditional vertically scrolling game. At the end of this section you will find an alien base. Destroy it or be doomed.

This Leviathan is what all the fuss is about. There is one enemy Battlestorm ship on each of the four levels. The twin laser turrets that it carries blast you with deadly fire. Your best ploy is to attack fast and break away before you can be badly damaged.



Having destroyed wave after wave of alien drone fighters the mothership appears. The tracks that you can see in the sand are those left by the enemy crawlers - mobile defences that are well armoured with accurate fire.



You have to keep an eye out for all forms of attack. In this case a turret cannon distracts you while two of the fast attack drone fighters flank around you for a rear attack.



directions. The second is slightly different in that it only scrolls vertically - a more traditional type of game.

Initially your ship is only equipped with a pair of low powered pulsar lasers but your offensive capability can be improved by collect power pods.

These contain all sorts of goodies including homing missiles, shields, turbo boosters and plasma cannons to name just a few. But how do you get hold of these amazing little power pods I hear you ask? Simple, whenever you destroy a wave of alien ships they will drop one of the pods so that you can fly along and collect it.

There are several different types of alien bug eyed meanies that are out to get you. On the ground are gun turrets. These track your position and when you stray too close let loose with a barrage of deadly laser fire. Drone



fighters are a different thing altogether. Being small in size and firepower they attack in waves and move at break-neck speeds, homing in on your position.

The most deadly of the enemy are the motherships. Periodically throughout each level one will appear. This single ship is large enough to withstand multiple hits without showing signs of damage. The mothership defends itself by laying mines in its vicinity, so keep your distance.

When and if you reach the end of a stage you will come across the aliens Battlestorm headquarters. These craft are of gargantuan proportions. Protected by a pair of gun turrets they are difficult to eliminate. Success will liberate another section of your home planet bringing freedom to the oppressed people. But remember there are four bases to be destroyed in total so your task is not an easy one.



BLITTERCHIPS AMIGA PD

GAMES

- 78. The Holy Grail, a very good adventure
- 223. Moria, a role playing adventure (*)
- 363. The Golden Fleece, a text adventure (*)
- 374. Colossus, another text adventure game
- 418. Frantic Freddie the PD game, good fun
- 441. All new Pseudocop game, a shoot em up
- 458. Castle of Doom, adventure with graphics
- 459. Buggy Commando, a playable demo, fun
- 460. Flashibier, a boulderdash PD game
- 511. Train construction, design your layout
- 552. Eat Mine II, has 80 screens to play at
- 555. Drip, a painter type of game, great fun
- 557. Silkworm 4, playable shoot em up (*)
- 558. Murder, an adventure playable preview
- 559. Back to the Future, playable preview
- 665. Killing Game Show, playable preview
- 666. Plotting, a 5 level demo from Psychosis
- 670. Wild Fire, another pre-release game demo
- 699. Yelp, a painter type game, multi-levels
- 746. Paratroird one ship taster, arcade action
- 748. Marathon Mine III, 80 screens to tackle

SLIDESHOWS

- 781. Wendy and Lisa, pictures of the pop duo
- 779. Twin Peaks, pictures from the TV show
- 766. Annie Jones, ten pictures of Annie
- 758. Yabba Dabba Doo, great cartoon pictures
- 741. Newteck's Digi-View 4.0 great demo disk
- 667. Future Visions, more fantasy pictures
- 480. Saucy postcards, naughty but nice
- 474. Madonna Slideshow, lots of pictures
- 472. Viz slideshow as seen in Amiga Format
- 112. Space Bubbles, terrific fantasy pics
- 635. Total Recall, Arnold Schwarzenegger
- 739. Slideshow Spectacular, superb hi-res

UTILITIES

- 814. MED V3.0, the latest and greatest (*)
 - 813. Startrekker V1.2 Soundtracker clone
 - 793. Red Sector demo maker V1.0 great!! (*)
 - 735. Flexi Base, a more friendly database
 - 647-653. Volumes 1-7 clip art by Andy Hughes (may be purchased separately if required)
 - 640. Mobed V1.0, a movable object editor
 - 623. C-Light, ray tracing program very good
 - 613. Soundtracker Professional (Protracker)
 - 102. Master Virus Killer V2.0 terrific!!
 - Just arrived NORTH C V1.3 (order by Name)
- Please note this is a 2 disk set £1.98

DEMOS

- 807. Evil Dead demo, for all you Sycho's (*)
- 759. Amos Creator II demo, official release
- 751. Colour Cycling, superb effects get it!
- 750. Budbrain II a new disk from Budbrain
- 657. Goldfire 1990 mega demo with Turbles!
- 656. Pussy Innership, good graphics and game
- 655. Unreal game demo, to show off your Amiga
- 654. Olympia, parallax scrolling at its best
- 598. Fractal animation, super mandelbrots (*)
- 597. Cool Fridge, superb Plasma effects here
- 548. Devils Child, good demo compilation
- 547. Materialized, cryoturners superb demo
- 539. Chromium, a great new demo by Scoopex
- 533. Safe Sex demo, nothing to do with sex
- 517. Danish Know How from Flash Productions
- 516. Purple, very large vector routines
- 321. Fractal Flight animation, unusual demo
- 287. Golam Gates Mega demo II, worth getting
- 260. Mars Cop, great space flight sequence
- 22. Kefrons mega demo 7, good all rounder
- 24. Elvira game demo, see before you buy it
- 132. Dragons demo 1, has lovely raster effects
- 174. Ian & Micks mega demo, 9 parts to this

MUSIC

- 796. Crusaders does Genesis, superb(*)
- 794. In a Silent Way, don't miss this disk!
- 771. Anarchy's music collection by 4 Matt
- 770. Arcane Music, 11 tracks for you to play
- 767. The 900/Oxygen remix, collect it now (*)
- 724. Power Trax, Superb disk (thanks Jazz) (*)
- 723. Sounds of DOB II, 17 tracks of music (*)
- 722. Vocal Attack the sequel, real heavy man
- 718. Revolutions by Jean Michelle Jarre
- 717. Musical Massacre disk 1, very good
- 716. Bomb the Base, 8 fab tracks to listen to
- 703. 808 remixes from the Beatmaster who else?

MUSIC

- The following are £1.98 each 2 disk sets
- 2. I Should be so Lucky by Kylie, 5 samples
- 25. Fresh Cola music, 2 disks of great music
- 301. Darkstar's music 9, 14 great tunes
- 417. Electric Youth by Debbie Gibson, great!
- 420. Lumberjack song from Monty Python
- 478. Made in Heaven by Kylie, a full 6 mins!
- 525. Flash by Queen, a great disk for fans
- 569. Halloween, great haunting music sample
- 581. D-Mob music 4, 2 disks of good music

ANIMATIONS

- 43. Puggs in Space, a cute and funny demo
- 88. Tree Frog, Window Man, Walking Man
- 313. Revenge Horror Show, for psycho's only
- 394. Stamp Collector, an old but good demo
- 444. Fillet the Fish, similar to Puggs demo
- 631. Steves animations 1, has 6 cute anims
- 632. Steves animations 2, has 6 cute anims
- 789. Steves animations 3, has 6 cute anims
- 790. Steves animations 4, has 5 cute anims
- 791. Steves animations 5, has 6 cute anims

The following animations all require 1 Meg

- 805. Franklin the Fly, hilarious and funny
- 763. Basketball player, superb ray tracing
- 761. Zeus bust, old but very well done
- 760. Piano animation, by Paul Tumersley
- 634. Clothes peg, a ray traced animation
- 633. Batman the Movie, funny and amusing
- 625. Juggler II, the Juggler meets a lady
- 582. Stealthy II Manoeuvres, great cartoon
- 291. The Lotus Car chase from Agatron
- 205. The famous Knight from a book animation
- 101. The very famous "Gymnast" demo
- 79. Education of Cool Cougar, very funny

The demos below consist of 2 DISKS so each demo costs £1.98... please remember

- 44. Trilogy mega demo, a really superb demo
- 45. Kefrons mega demo 8, one of the best
- 66. Predators, great game to play as well
- 94. Deathstar mega demo 1, multi part demo
- 199. Red Sectors, a must for demo collectors
- 201. RAF another of the classic demos
- 365. Budbrain, a little Risque on disk two
- 537. Monty Python's Secret Policemans Ball
- 614. Monty Python's Nudge Nudge, more humour
- 594. Hit the Road by Flash, multi part demo

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each disk

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PLEASE NOTE: Disks marked (*) require 1 Meg of memory

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- LPD 2. Arc Angels Maths
- LPD 4. Thingamajig
- LPD 5. Jungle Bungle
- LPD 6. Pukadu & Sprites
- LPD 7. 4 Way Link (*)
- LPD 8. Learn & Play (*)
- LPD 9. Amos Assembler V1.0
- LPD 10. Word Factory (*)
- LPD 11. Go Getter Game (*)

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Best of all, the comprehensive instructions will soon have you creating your own public domain demo disks complete with IFF picture files. The perfect sound sampling package for beginners and experts alike.

Master Sound 2 is a complete hardware and software sampling system for only **£34.95** (RRP £39.95).



"Is it real or is it Master Sound?"

– Amiga Computing, May 1990

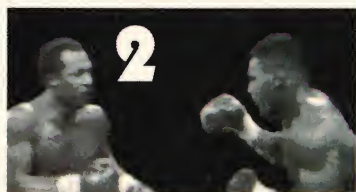


This month the number of demos received was rather overwhelming. So many in fact that we didn't get time to view them all and have tried to feature as many different suppliers as possible. Hopefully, if the quality improves, we may spread this feature over two pages in the very near future. So keep sending them in.

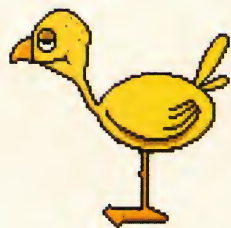
DEMO



1 The most amusing demo received this month was sent to us by Ultimate PD. Titled the Budbrain Megademo it features an old man in bed being woken by burglars and promptly getting up to blow the thief's head off with his double barrel shot gun. Stunning Kaos music.



2 The awesome power of Mike Tyson is on display in this knockout disk available from Strictly PD. Although the sequence of digitised frames is well put together, the actual picture quality does seem to have suffered slightly.



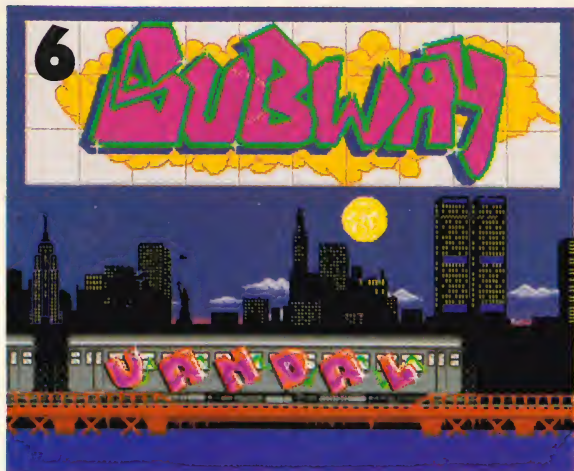
3 A Bit On The Side have chosen Stonehenge as the backdrop to one of their latest demos. It features a ball shaped character by the name of Bobby, who, along with his girlfriend, gets tossed into the air by a gigantic wave. Certainly the pick of the six demos on the one disk.



4 A squirrel chasing an AT-AT around an Amiga 2000 is the unusual scenario for this demo. Available from NBS it features the now famous Star Wars character being pursued by a squirrel brandishing a rather large spanner. The animation is excellent and overall it's great fun.



5 A flood of demos featuring Bart Simpson have poured in this month. This particular one from 17 Bit Software, imaginatively titled The Simpsons, is a slideshow of artwork featuring Bart and family, backed by a slightly annoying and very repetitive soundtrack.



6 The Subway demo available from Crazy Joe features a scrolling message in the form of vandalism spray canned on the side of a train.

17 Bit Software, PO Box 97, Wakefield, WF1 1XX. Tel: 0924 366982
 NBS, 132 Gunville Road, Newport, Isle of Wight, PO30 5LH. Tel: 0983 529594 Fax: 0983 821599
 Strictly PD, 11 York Place, Brandon Hill, Bristol, BS1 5UT.
 A Bit On The Side, 8 Thorald Place, Kirk Sandall, Doncaster. Tel: 0302 887332.
 Ultimate PD, 44 Festinlog Road, Cabalfa, Cardiff, CF4 2QS.

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D184 Annie Jones slideshow
D011 Arsewipe...toilet humour
D156 Anarchy music
D195 Bob Crazy
D015 Budbrain (2 disks)
D173 Budbrain 2 (superb)
D165 Captured Imagination
D189 Centronics demo compilation
D180 Cokeman/Surf animation
D116 Crionics Neverwhere
D030 Crionics Demo
D020 Cebit/Coma/Victory (1Mb)
D171 Desert Island slideshow
D031 Donald Where's Your Trousers
D157 Dragons Lair 2
D185 Elvira Activities disk
D132 Enterprise leaving dock
D034 Education of Cool Cougar
D035 Elvira
D150 Fillet the Fish
D190 Flood/Impact
D036 Fraxion Horror
D037 Fractal Flight (1Mb)
D042 Ghost Pool
D170 Girls of Sport Illustrated
D169 Home and Away
D195 Indy 500 demo
D200 Iraq demo
D047 Jarre Docklands Demo
D048 Juggler Animation
D128 Kylie Demo (2 disks)
D175 Kylie: Locomotion
D050 Knight Demo (1Mb)
D055 Madonna
D146 Madonna 2
D164 Madonna slideshow (2 disks)
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D148 Mike Tyson animation
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D074 Probe Sequence
D075 Puggs in Space
D155 Punk croc crew Megademo
D078 Real Things 'Birds' Demo

D079 Real Things 'Horses' Demo
D130 Sam Fox
D163 Space Chase (1 Mb)
D121 Star Trek Animations (Agatron 17)
D089 Star Trek Animations
D083 Safe Sex Demo
D112 Stealthy 2 (1Mb)
D174 Technoball game demo (new, good)
D093 Tomsoft Trip to Mars
D201 Total recall
D092 The Run (1Mb)
D097 Viz Slideshow
D098 Walker Demo 1 (1Mb)
D099 Walker Demo 2 (1Mb)

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U072 A-gene (1 Meg) (family tree)
U053 Anti-virus
U002 APDL 17 (Home Utilities)
U003 APDL 28 (MIDI Collection)
U005 Bootblock Champion
U054 Business card-maker
U006 Home Business Pack (3 disks:
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Database)
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U079 Cad 5
U076 Catalogue Creator (2 disks)
U033 Copiers disk
U049 Countach Art Collection (3 disks)
U056 DTP Clip Art (2 disks)
U012 Dope Intro Maker
U042 Education 1: German
U044 Education 3: Weather/Climate
U045 Education 4: Evolution
U051 Future Composer
U014 Intromaker
U015 Jazzbench
U017 Mandel Mountains
U050 Messydos
U019 Pagesetter Clip Art
U080 Pascal
U025 Sid V1.6
U070 Slideshow-maker
U026 TV Grafix (2 disks)
U061 Workbench fun!

MUSIC

M105 Another Day in Paradise
M061 808 State Remixes

M066 100 C64 Tunes
M053 Bat Dance Remixes (1Mb longer
version!)
M002 Batdance Remix
M001 Beatmasters Club mix
M092 Betty Boo
M050 Commando Remix
M006 Depeche Mode
M038 DMob music 2
M005 DMob music 4 (2 Disks)
M043 Danish know-how
M035 Elite's Disco Fever
M101 Feel the Rhythm
M012 Games Music Creator
M015 Genesis
M106 E & L: Get Up
M093 Iron Maiden
M042 Kim Wilde
M100 London Beat
M097 Madonna: Vogue (4 disks)
M018 Miami Vice Remix
M120 Original Rips 1 (compilation of
best P.D. music)
M121 Original Rips 2 (new)
M122 Original Rips 3 (even newer!)
M019 Pet Shop Boys
M107 Pet Shop Boys: Suburbia
M68 Powerpack 3
M081 Powerpack 4 (1Mb)
M082 Powerpack 5 (1Mb)
M041 Silent Sounds
M054 Sonix House 1
M027 Technotronic Remix
M029 Vangelis (1Mb)
M031 The Wall - Pink Floyd
M032 Walk this Way
M033 8 Channel Soundtracker

GAMES

G058 2-Player Soccer League
G102 Adventures Disk 1
G001 All New Star Trek Game (2 disks)
G043 Arcade Games
G005 Blizzard
G039 Breakout
G006 Collosus
G008 Eatmine
G069 Escape from Jovi
G061 Entrophy
G009 Flaschbire
G051 Frantic Freddie
G012 Gravattack
G037 Holy Grail
G052 Jeopard (1Mb)
G066 Learn and Play 1
G059 Marathon mine
G057 Marble Slide
G055 Mayhem
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G022 PD Chess
G023 Pseudocop
G065 Quizmaster 2
G060 Snakepit
G056 The Turn
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Late Kick Off

Having stuffed as many games as possible into this issue there were just a few that we couldn't quite fit in. But not to worry because thanks to Late Kick Off we can let you have a quick gander just to check them out. However, they should all be reviewed in next month's mag if you want to know a bit more about them.



SPIRIT OF EXCALIBUR VIRGIN — £29.99

Mordred has been vanquished and his threat to the land removed, but the price was Arthur's death. You are Lord Constantine, King Arthur's successor and leader of the Knights of the Round Table. But even though Arthur himself appointed you to the position, you still have to prove yourself and fight off the many adversaries that would like to be in your position.

Use your wit, skill and military prowess to make friends and destroy enemies as you fight for what's rightfully yours.

HOME:

- Excellent strategy game
- Brilliant graphics that add atmosphere

AWAY:

- Not everyone's cup of tea



CRYSTALS OF ARBOREA PALACE — £24.99

It seems that more and more people are getting to grips with RPG, and realising how much enjoyment can be derived from these smashing little games. But, unfortunately this has not been a good thing as the quality of these games has dropped a little. However, Crystal of Arborea should put things back on the right lines.

You play the part of a young prince, Jarel with a band of his most trusted friends who must search the land of Arborea for the four

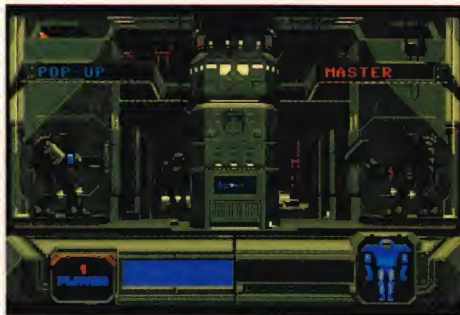
crystals that have been stolen by the Morgoth, lord of chaos. Can you retrieve the Crystals and save the land?

HOME:

- Amazing 3-D world to explore
- Good strategy combat sequences

AWAY:

- Nothing



METAL MASTERS INFOGAMES — £24.99

Since the dawn of time man has been competitive, wanting to be better in some way to the next man. To prove this in a more civilised fashion sport was invented. But, as with all things the various sports advanced in technology, becoming bigger and more awesome than ever before.

Metal Masters is now the current sport, where humans control sky-scraper sized robots as they battle it out along the road of victory. Can you triumph and become the ultimate Metal Master?

HOME:

- Smashing two player action
- Top rate graphics and sound

AWAY:

- Controls hard to get the hang of



THE POWER DEMONWARE — £24.99

Max and Mini are two cute little balls that are madly in love. But fate has been nasty to them and as much as they love each other they just keep on being pulled apart (literally). You have The Power to bring them back together.

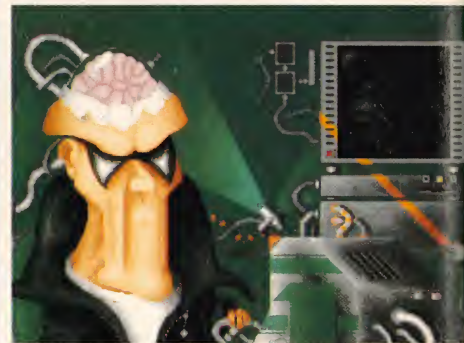
By using The Power you can guide Max around each of the 100 levels collecting hearts that will keep their love going until they are eventually reunited. The game may look easy, but as you progress the levels become extremely cryptic.

HOME:

- A game that will tax your mind
- Great music that plays throughout

AWAY:

- Not much variety in the graphics
- Rather boring gameplay



DEMONIAK PALACE — £24.99

Comics have been viewed in quite a different light of late. People no longer look upon them as something that only a child should be seen with, and more and more they are being aimed at the older market. Some of you will have heard of Alan Grant, the man who worked on 2000 AD and a host of different characters.

Well, now he's taken a step into the computer world, and has had quite a big part in Demoniak. The game is a text adventure (something you don't see a lot these days), but with a very good sense of humour, including over 50 independent artificially intelligent characters. The latter feature giving the game a wonderful depth, freedom and complexity.

HOME:

- Well drawn pictures that add to the game
- Excellent humour

AWAY:

- The humour is rather adult
- There could have been a few more pictures

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NOT SO SUPER LEAGUE?

I don't like the new format of your magazine. Before you changed it everything was quite easy to read such as no nonsense percentages for sound and graphics, with comment on both. Now you need X-ray and telescopic vision to make out the score. Also what happened to the three individual comments on the game?

The Super League is basically a good idea, yet bears no resemblance to reality. The position of F-29 Retaliator is lower than Interceptor. F-29 has about 100 missions and has superior graphics compared to Interceptor's five missions and enemy planes that resemble dots. In issue seven, F-29 was reviewed and received 84% with good comments while Fighter Bomber received only 70% with less favourable remarks.

By the way how come the brilliant Rastan Saga has never been released in this country for the Amiga? I believe it has been available in the States for years, released by Tatio.

Barry Holland, Burnley

Firstly, we're sorry you don't like the new look Amiga Action. So far the general opinion has been favourable.

The Super League placings are a team opinion whereas a review is a more personal, individual view. I must also add that on playing F-29 Retaliator in more depth, we discovered several serious bugs which hinder long term appeal.

All these points are taken into consideration when the leagues are put together.

We don't know why Rastan Saga has never been released on the Amiga. By the way, the nearest thing to it is Torvak the Warrior.

FAST REACTIONS

Recently while looking through a newspaper I came across an article which was offering computer games for £2 each. I sent off for information and received an order form which contained around 500 titles, some of which were recent. To purchase a game they require you to supply a blank disc, a postal order for £2 and your choice of game.

Having seen several advertisements for FAST offering a £1,000 reward, do you think I will be guaranteed the money?

Lee Fletcher, Manchester

I must say that from the information you have supplied, the whole organisation does seem very suspicious. Contacting FAST is certainly a wise idea although this does not guarantee you money.

If the company in question is found to be breaking the law and you were the person who reported them first, you may be entitled to a healthy pay-out.

GALLERY GRIPES

I am still stunned with the new sexy look given to Amiga Action. Everything in the magazine is highly sophisticated, from the news page to the And Finally page.

I would like to offer my congratulations to all the staff. Great care has been taken to produce the Super League which gives us great help when buying new games.

You may have gathered that I like your new look. But, (there must be a but!) I was terribly sad when I noticed that excellent pages like the Reader's Gallery have been omitted.

I think this page must be included again because many avid readers like myself have sent you their dedicated work in the hope of seeing it published.

By the way, I hope this time you will spell my name properly or else I will come and smash all your beautiful faces, excluding that of our dear Jane.

Mark Spiteri, Malta

What a charming young man! How could you possibly do such nasty things to the people that put together the best Amiga mag available? Anyway, we're glad you like the new magazine.

If any other readers out there are artistically inclined and want to see the return of Gallery let us know. If we get a good response you never know, it may grace our pages once again.

NARKED WITH NARC

My reason for writing this letter is really a complaint. I bought a game the other day on my brother's recommendation, namely NARC from Ocean. He said the game is great in the arcades.

I bought this game on a Saturday and completed all 12 levels the same day, three hours later. I con-

sider myself a competent games player, but surely this is ridiculous. I payed £25 for just three hours fun. Where's the playability and value. Should I ask for a refund?

Why don't software houses build difficulty setting levels in their games?

Mohammed Mulla, W.Yorkshire

It's a sad fact that many people like yourself buy full price software and feel badly done to due to the game being too simple to complete or a downright load of rubbish. This underlines the fact that it's always best to consult a magazine like Amiga Action which actually pointed out that the game was very simple to complete. Check out the NARC review in the March issue (number 18).

You can ask for a refund but the chances of obtaining one are unfortunately, nil.

PIRATE CONFESSIONS

I'm sorry to say that I fell into the trap of pirating software and couldn't stop as I enjoyed collecting games.

I realised I was doing wrong when I visited the Commodore Christmas show and saw all the cheap bargains. Full price software at the reduced price of £10. I realised that I could now afford mail order prices.

When I returned home I had a long think and wiped out 400 discs full of pirated software. From this I've lost all my games collection and now only own seven original games and no others, although I do feel in my own mind I have done the right thing.

The question I want to ask is will I still get into trouble because of my past? And do you think I should give FAST a call and tell on all my contacts as I still have copies of their letters.

J of Notts

Whether you want to snitch on your contacts is entirely up to you, just remember it will do the software industry a great favour and may in the future contribute in a small way to reducing the price of software.

Considering you have wiped out all your pirate copies there is not much chance of you getting into any trouble.

So continue to support the software industry and remember to steer well clear of illegal game copies.

SNAGS WITH SCART

A few weeks ago I bought a new colour TV, with a SCART socket on the back. This enables me to connect my Amiga without the use of a modulator. The picture produced is a lot better, being well defined and more colourful.

There was one thing that bothered me, and that is the picture now is even more to the left of the screen and a touch higher than before. It cuts out 1-2 cm of the picture from the left and about a half cm off the top.

Why is this? And can I do anything to improve the position of the picture on the screen. The vertical and horizontal holds are no good. I'd be grateful for any help you could give me.

Neil Dyer, W.Midlands

This is a widespread problem among users who buy monitors not specifically designed to be used with Amigas. I'm very surprised that the horizontal and vertical holds have no effect, because even a slight adjustment would be recognisable. I suggest you contact the suppliers of the monitor and see if they can shed any light on the problem.

Other readers are warned to ensure that hardware is compatible with your Amiga before you part with your cash, unless of course the hardware is made by Commodore and designed specifically for such a machine.

BUBBLE BOBBLE BLUES

Following the recent letter from Mrs Lewis from Avon who was having great difficulty obtaining a copy of Bubble Bobble, we have finally traced a mail order company who can supply this excellent arcade classic. The company is Turbosoft who can be contacted on (0525) 377974. The game costs just £14.99.

Send your letters to: Stephen White, Talk Back, Amiga Action, Interactive Publishing, Europa House, Adlington Park, Adlington, Macclesfield SK10 4NP.

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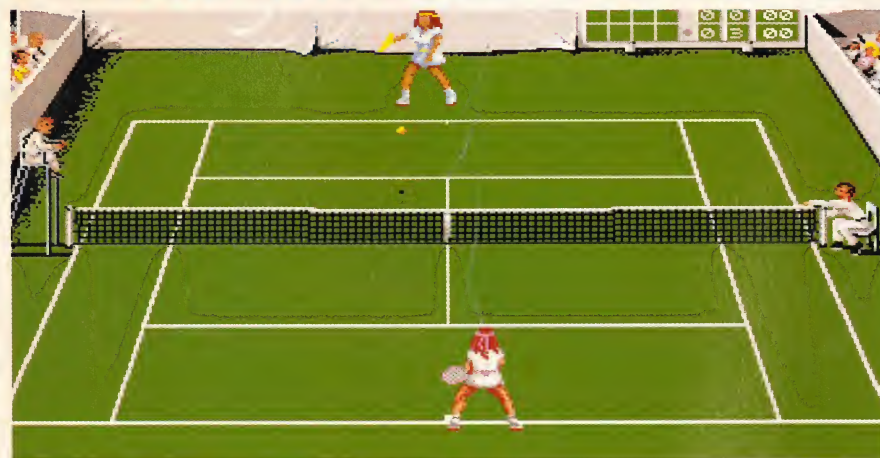
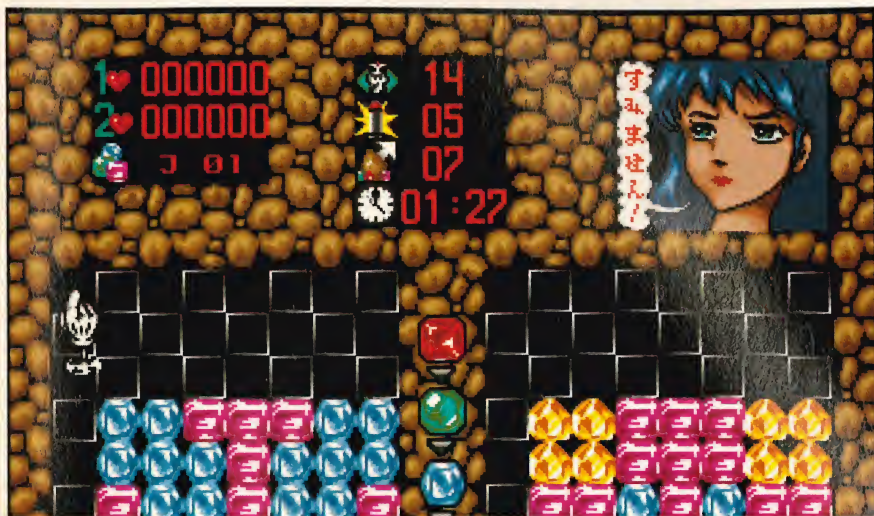
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AND FINALLY... LET BATTLE COMMENCE



About two weeks ago the Amiga Action and Games-X teams decided to splash out a little and have a go at paintballing. On the particular day that we decided to go it was very, very cold and extremely muddy, just right for a battle scenario.

About 20 of us turned up in the end and so we kitted ourselves out, picked up our guns and paintpellets and split into two teams, the reds and the blues. The first battle was to take the opponents flag and return safely to base. The battle ended pretty quickly for the Ed as Doug the Jug, who was on the same side, shot him in the back. All ears and no eyes!

As soon as the first battle was over it was ammunition time and more dosh down the drain. It was then on to the next location, a bunker that had to be captured with at least one prisoner. The Amiga Action team occupied the bunker and took out a fair few of the enemy. The end result was a draw with nearly everyone annihilated.

At last, dinner time and a healthy portion of stew and potatoes. No sooner had we cleaned our plates than it was back to war. The next couple of battles took place in a wooden village that had to be captured. The Amiga Action team slaughtered the enemy but the score was still in their favour.



By the end of the day we were all very tired and physically knackered. The last battle required Amiga Action to take a bunker that was being held by the enemy and the evil Alex Simmons. Unfortunately, the Ed's gun failed at the



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**Watch out for the June Issue.
On sale Thursday 16th May.**

crucial moment so Alex decided to take a few shots at his bum and finish it but his nose got in the way!

NEW RECRUITS



Taking the place of Alex Simmons, who has moved on to Games X, is Peter Lee, playboy and general womaniser, but don't tell his girlfriend. Peter will be in charge of Demos, Reader's Gallery, news, reviews, GTGA, features, the coverdisk and the cover. Bad luck Peter, looks like you've got a busy month ahead.

Also new to the team is Gary Glitter look-a-like, Paul McIntyre, who wears eye-liner (the puff). He is taking on the prestigious role of Jane Gollner's assistant. Paul is making good progress and is now reading the Peter, Jane and Bob the Dog books - the purple series.



LIQUIDATION!

Just a note to say that Delta Leisure UK Ltd have gone into liquidation. Enquiries should be sent to: BDO Binder Hamlyn, 206 Derby Road, Nottingham, NG7 1NQ.

RAMBERK!

(Left) He leaps around the forest like a ninja, disappearing and then reappearing somewhere else, his gaze like the steel eyes of a wolf, his rugged looks more sinister than Clint Eastwood, his belly, bigger than Giant Haysack's. Jason 'All Aggro' Simmons, the lean (what a joke!), mean, fighting machine ready to deal death and destruction to a... Woodlouse!

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GO WILLY!



No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miho (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!

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